ADEPTUS EVANGELION 2.5

CRUEL THESIS

A Book for Game Masters

BMJ 01

TEXT ONLY

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Weaving a Story

If you are a player of Adeptus Evangelion, and not a Game Master, look no further!

This chapter, and indeed this entire book, is intended only for Game Masters. Providing advice, rules, and inspiration for crafting sessions, encounters and even whole campaigns. Be warned: reading this book if you intend to participate as a player may spoil your game experience.

Setting and Tone

As in most systems, being a Game Master in Adeptus Evangelion largely means defining the setting and tone under your own terms. You should aim for a tone that you are comfortable presenting in a consistent manner, or else you won't be able to keep up your end of the relationship you have with the players. Running a setting identical to that of the series is a viable choice, but it isn't recommended as many of the greatest mysteries your players will face are just a DVD away from being solved, and the drive to conform may stifle your creativity.

Certainly, the core rulebook suggests you take aim within a general area. Running an Adeptus Evangelion game where the player characters get along splendidly and have the capacity to save the world with little risk or sacrifice would be scarcely the point! And certainly a huge portion of the game's balancing and mechanical features would be rendered broken or pointless if AT fields were impossible within the setting.

What exists between such extremes of conformity and separation from the setting, and indeed from Adeptus Evangelion itself, is the space you have to work with. Within it, there is plenty of space to establish a grand and storied structure of intrigue and mystery, a world that is (perhaps) worth protecting, and varied and challenging foes. From colossal beasts of devastating strength to those requiring more subtle or intellectual approaches than mere force of arms to defeat. Alternatively, the challenges the players face could be more human, the inevitable result of man's dissent and internal conflict.

Creating a unique storyline with well-rounded mythology integration, themes and a customized conspiracy working behind the scenes can be challenging, especially for new GMs. Fret not! The next chapter, Lies and Mysteries, provides detail on how to do exactly that.

Keeping Your Players Interested

What makes a good encounter? Pretty much anything, handled well enough. But there should be some driving intent behind it. Perhaps it was to provide an encounter that would give the players a run for their money in combat, or to force them to think hard to overcome their enemy. Or perhaps, in the event of an encounter less likely to defeat the Evangelion units of the pilots, it was to progress the plot, to explore a deeper theme, to question their reasons for fighting, or even just to give a certain player their day in the spotlight.

To no surprise of those who have been Game Masters before Adeptus Evangelion, an important factor to consider when running a game is to ensure all players are catered for. Though the plot involvement of each PC should be adjusted to stay roughly at a level that each player is comfortable with, there is some hazard in following this dynamic to its logical conclusion. The inevitable result may be that those players more engaged by your world will outshine the others as they become assigned gradually more and more importance, and explore the setting in

greater detail, assigning themselves even more focus and feeding the problem.

A vital step to counter this is to focus on rousing the interest of the players who are lagging behind. Often a single session more focused around their character's abilities or backstory is sufficient, and can set them on a path to sit at a similar level of prominence as the others. Sometimes a long term effort is required, however.

An obvious example is the Operations Director, who deals with an inherently different situation from the pilots and hence may be unable to take part in certain scenes.

Mood and Lethality

Knowing the system they are playing, the players should have accepted that there will be a certain degree of sexual imagery, horrific fates of player characters, and hopelessness to affairs. However, it is important to assess whether this is hurting player interest in the game. If the players come to you with serious concerns about the direction events are taking, you should consider your options. Don't allow yourself to be bullied into a direction contrary to your plans, but maintain an awareness of the out of character consequences of your actions. Leaving pilots crippled and unable to take part in all events within the game is likely a bad move. If pilots are temporarily left in such a condition you should take steps to reassure players that it is just that, temporary, even if you can't reveal how they will become functional again yet.

But what of the player character's less immediately obvious health: that of their minds? Ego barrier damage and Insanity points represent, at the low end, something players may often clamor for with abilities

As a GM you must attempt to solve such problems. For example, allowing the OD's player to portray a generic fellow student at school, or otherwise having the OD be involved with the school somehow. In other scenes, they may portray an NPC close to the OD who is present, such as a member of the bridge crew or a Contact of theirs. Never let the player end up playing secondary characters more than the OD itself, though. The OD is the character they signed up to play, and spending all of their time as a random student is going to make them feel cheated.

such as Mad Skill or Self Dilation. Towards the end, though, the imminence of their characters removal from play may change their minds. The game's natural state runs counter to this: the highest sources of insanity and ego damage are concentrated mainly towards the upper tiers of play. This conflict can, from an out of character perspective, make it very difficult to judge the rate at which sanity damage is likely to be inflicted.

Ideally, insanity points should be primarily employed as a means of triggering disorders and shock and bringing about the appearance of a character's imminent demise, rather than irrevocably removing the character.

In any case, the 'at risk' characters of your campaign should be 'scheduled' to be at roughly the ends of their mental tethers as the campaign draws to its conclusion. The same approach should apply to ego damage, though the regenerating nature of the Ego Barrier makes this less of an issue.

Extra Material

Whilst the core rules can be restrictive, and have some material that isn't perfectly balanced, they still have a history of development and testing that renders them closer to an intended balance than homebrew equipment or material taken from the ''under development'' areas of Adeptus Evangelion. If you choose to use any of these, you may need to consider providing corresponding improvements to the players' opponents, something which often does not occur to GMs. The alternative is combat seriously weighed in favor of the players.

The trick is to not turn it into an arms race, as this can quickly spiral out of control until it is unmanageable. The inclusion of extra advantages can certainly add flair to a campaign, but their integration should not be taken lightly.

Pacing your Stride

As a Game Master, an important step in planning your campaign is determining its length. This does not necessarily have to be the first step, as you may wish to plan out what Angels you intend to pit against your players and then state the length of your campaign. However, it is important to decide the general length of your upcoming campaign for one simple reason: Experience.

The amount of Experience you allot your players each session determines how quickly they progress through their chosen careers. While there is nothing wrong with not reaching Rank 5 by the end of the game, a GM that is more generous than they realized may have their players advance too quickly, reaching the upper ranks of their careers and running out of options while the GM still has story to tell.

While hardly set in stone, provided below are a number of different progressions of experience, designed to reward players for combat and non-combat sessions in a campaign. Each progression is intended to take the players well into rank 5, with enough room left over to overflow into rank 6 if things run slightly longer than expected. Each progression also assumes one basic fact about your campaign: that there are, on average, 2 non-combat sessions to every combat session in the game.

This may seem a strange thing to many GMs, but for most successful Adeptus Evangelion campaigns, the most memorable parts of the game are outside the entry plug. Evangelion Pilots are detailed, overstressed and deeply flawed characters, and their interactions with each other and the world around them can be amazing. As such, it is highly recommended that you give your players time to be their characters, and not keep them cooped up in the Eva all of the time.

You may modify any of the progressions to suit the particulars of your game, but the example progressions listed here are:

Very Short Campaign

A very short campaign plays lightning fast, and speeds toward its end. With only 3 Angel fights, the game will probably last roughly 10 sessions. To reach endgame rank in such a short time, every session is worth 1100 experience. Though, giving out less experience is still an option…

Short Campaign

A short campaign only has enough time to really tackle one or two major themes, and enough fights to do something interesting. With an expected 6 fights, the campaign as a whole will probably run around 20 sessions or so. To reach endgame rank in this time, every session is worth 500 experience.

Average Campaign

The expected length for most games, an Average game requires a dedicated group but gives the GM room to tell a compelling story with several varied fights. Here, we start to make a distinction between combat and non-combat sessions. In an Average Length campaign, combat sessions are worth 500 experience, while non-combat sessions are worth only 300. At this progression, the campaign as a whole will probably run just under 30 sessions.

Long Campaign

A long campaign is usually the result of a GM with a plan, who knows exactly what they want to do and has the Angel fights to prove it. At 12 Angels, the campaign can expect to run for 36 sessions. To sustain itself for that length of time and maintain a reasonable pace, players should be given 400 experience for a combat session, and 200 experience for a non-combat session.

Very Long Campaign

A very long campaign takes a lot of time and effort, but sometimes that's what you signed up for. 15 Angels is a lot of fighting, and it will probably take 45 sessions to see done. It is kind of an odd number, so to maintain proper pacing at this point GM's are advised to give out 450 experience for a combat session, but only 100 experience for each non-combat session.

A Grand Epic

Grand Epic Campaigns are not to be undertaken lightly, as they ambitious by nature. At a whopping 18 fights, it will take roughly 55 sessions to complete. Unless your group meets especially frequently, that is over a year-long campaign! To make that work you need an especially frugal experience scheme, handing out only 250 experience for a combat session, and 150 experience for non-combat sessions.

In Conclusion

These are just some of the things to consider when GMing Adeptus Evangelion to maintain a healthy campaign. Some may be obvious to those with prior experience. Other more universal considerations, such as having well-crafted NPCs, are not included here simply because there is no simple answer as to how to do it. Consider what this book has to offer, but do not let it override your personal experience or judgment. It is your campaign to run and enjoy.

But here are some ideas that might not have occurred to you…

Lies and Mysteries

Lies and Mysteries

Adeptus Evangelion is a very GM intensive game. A proper campaign involves not only unique Angel encounters, but a mythology and style all its own. Secret conspiracies, mad science wrapped in a shroud of religious babble, and the human enemy turning out to be the greater threat than the city-destroying monsters are all expected in new flavors. The players will be expected to stay in one city, rather than travel from location to location, so to maintain interest the action has to come to them. All of this often requires GMs to invest a considerable amount of forethought into secrets and long terms plans that might not be directly relevant to gameplay until the last few sessions, so that those twists can be properly foreshadowed and built up to.

This might sound like a harrowing experience to a new Game Master, but fret not. Team AdEva is here to help you explore your options.

SEELE

Überm Sternenzelt
richtet Gott,
wie wir gerichtet.

Global Conspiracies

In the wake of the Second Impact, the United Nations has a hold on global politics. Nerv has global authority, able to do nearly whatever is required to ensure the survival of humanity. Never before has so much power over the fate of humanity rested with so few.

And with power comes scheming.

Perhaps the situation arose naturally, and those involved have only recently joined forces. Perhaps the pact goes back generations, working tirelessly to cause the Second Impact in the first place and bring about the current situation. In any case, the stage is well set for a shadow organization, operating behind the scenes, to pull a lot of the strings. But to what end?

Below are some potential ideas for the role. Any combination of them could be pulling the strings in your campaign, even all of them at once (this is not recommended)! But do not feel stifled by these options. If you have a better idea for a global conspiracy to use in your game, use that instead.

Seele

Seele is a shadowy and mysterious organization which maintains a global power cabal in the original series, and is the secret backer of Nerv. The Seele council members are the true puppet masters pulling the strings of the United Nations.

The origins of Seele are shrouded in mystery. According to themselves, they have maintained an Illuminati-like control over Earth's governments since ancient times. While this cannot be independently confirmed, it is certain that Seele has been active since at least the end of World War II, when they acquired the Dead Sea Scrolls. However, it is unclear how much power they really had to bring to the fore before they seized control of the United Nations through manipulation of the chaos resulting from Second Impact, which they caused.

The Seele council is composed of 12 members, headed by Chairman Keel Lorenz. Seele meetings consist of "video conferences" in which instead of projecting actual images of each member, images of large stone monoliths with the words "Seele (member number) SOUND ONLY" displayed on them (i.e. Chairman Keel is "Seele 01 SOUND ONLY").

The inner circle of Seele is also the Human Instrumentality Committee, which directly oversees the progress of Nerv, officially in the name of the United Nations. The committee is composed of five members, and is also headed by Chairman Keel.

While their exact identities probably matter little in your campaign, the following entries might be useful for GMs who wish to make Seele involvement in the campaign more pronounced:

Seele 01: Keel Lorentz. The center of the whole organization, Keel Lorenz has not only his official position within the UN as the head of the Human Instrumentality Committee, but all of the resources of the other Seele members to draw upon as well. He is, almost certainly, the single most powerful man on the planet through his Seele connections, and is fully capable of passing nearly any UN resolution he wishes almost singlehandedly. But even he is not invulnerable. Ravaged by a car crash years before, Keel Lorentz's spine was heavily damaged. He has since used both his own wealth and Nerv's Evangelion research to develop and acquire cybernetic enhancements, allowing him to move and operate almost as if he had never been injured in the first place.

Seele 02: Identity unknown. Seele 02 has a tremendous amount of influence within post-Impact Nationalist England. Previously suspected by many of the less influential Seele members to be the Prime Minister, after the former Prime Minister's fatal heart attack in 2009 Seele 02 remains active and Seele control of England remains undiminished. Whatever their actual identity or official position may be, Seele 02 somehow has more influence over England policy than its actual leaders.

Seele 03: Identity Unknown. Presumably responsible for the Air Force One tragedy that threw the United States into chaos during Second Impact, Seele 03 was in prime position to benefit from the ensuing declaration of Martial Law. Poor economic planning, despite numerous reports predicting the crisis to come, may indicate that the United States 2013 financial crash was anything but accidental. Maybe the United States was being prepared to be so desperate for jobs that they would accept Seele and Nerv related projects almost unconditionally. China eventually proved itself to be able to produce the same work for cheaper with its superior manpower, but given Seele's comparatively little influence in China it is unsurprising that they would have cultivated other opportunities. Given the United States' still military-dominated government, it is entirely possible that Seele 03 is either a Chairman of the Joint Chiefs of Staff, or controls someone who is.

Seele 04: Identity Unknown. While still commanding impressive influence, Seele 04 seems to have less direct control over Russia than the other Seele heads seem to have over their own areas. Not long after the official UN investigation into the Second Impact event in 2003, Russia mounted their own expedition to the Antarctic to confirm the UNs findings as well as other, less public, reasons. Seele 04 seemed unable to halt the expedition, but Russia's investigation discovered nothing. Between this specific failure, as well as Seele 04's consistent access to Russia's secrets, Seele 04 seems to be most directly powerful in relation to Russian Intelligence.

Seele 05: Identity Unknown. Seele 05 is intentionally left open so that he might be replaced with whatever lead-in your campaign might need. Possibly a powerful official in either Nerv or whatever country you happen to place Nerv HQ, Seele 05 has the potential to be a powerful behind the scenes threat (though whether he is acting in the name of Seele or for his own ends depends on the situation).

Endgame: Human Instrumentality

Seele's ultimate goal is what they refer to as the Human Instrumentality Project. In essence, Seele believes that humanity has reached the end of its evolutionary potential. We will continue to genetically change, but we are not going to get any better at what we do than we already are, and every possible path from here onwards involves

genetic degradation and, eventually, extinction. Seele wishes to prevent this by freezing humanity in its current stage of development and escape the grasp of evolution entirely. To this end, they will use an unholy combination of Adam and Lilith to return all of humanity into LCL, and merge them into a single conglomerate entity that exists without physical form. It will be unchanging, but eternal. However, for this plan to succeed, they must first remove the Angels. The Angels are the one outside force that could threaten the existence created by Human Instrumentality, so it is not safe to begin the process until they have been dealt with. This was the plan that Seele attempted to carry out in the movie "End of Evangelion".

Eigenart Initiative

More than any other, the Eigenart Initiative's very existence is a threat that few can match. Seele, the secret cabal with a stranglehold on the United Nations and every resource imaginable at its disposal has considered the eradication of the Eigenart Initiative to be top priority. That it remains today, howevermuch in secret, is a testament to their resourcefulness.

A splinter group from Seele, the Eigenart Initiative was formed after an internal conflict in 2007. Sparked by a difference in opinion about whether the Human Instrumentality Project was the best course of action, Seele chose to quickly and quietly purge themselves of these dissenting elements lest they jeopardize their mission. But each and every Seele member is a powerful and resourceful individual, and despite Seele's best efforts some managed to escape with

not only their lives, but much of their individual resources and influence.

These rogue elements have since gone on to found the Eigenart Initiative, which exists in opposition of Seele. Their devotion to Seele's original cause is yet intact: the Eigenart Initiative similarly believes that mankind has reached the end of their evolutionary potential. However, they have formulated a solution. A solution that isn't Seele's proposed Human Instrumentality Project.

Endgame: Human Autoevolution

Where the Human Instrumentality Project seeks the dissolution of all individual AT Fields and the joining of mankind as a single consummate being, the Eigenart Initiative seeks quite the opposite. Rather than remove Humanities' bodies and both the need and possibility for continued evolution, the Eigenart Initiative seeks to make manual evolution possible. Through their study of the Angels and their A.T. Fields, they have formulated a theory that if a Human's AT Field can be sufficiently increased in strength and control of it unlocked, such a human would be able to influence and define their own form. Such Autoevolution, implemented on a wide scale, would allow the current race of humans to transcend into a collection of supremely powerful and varied individuals more than capable of preventing their own evolutionary degradation and combining the AT powers of an Angel with human ingenuity.

To this end, the Eigenart Initiative has begun experimentation into Human AT Field manipulation, but with little progress. While the Eigenart Initiative took many of Seele's and Nerv's files with them during their

secession from Seele, these are all some years out of date, and worse yet incomplete. To have any hope of reaching their ends before Seele, the Eigenart Initiative needs access to crucial Nerv files, specifically concerning the growth process of Manufactured projects (and certain forbidden early experiments into Human-Angel hybrids) as well as information collected on the Angels by the Magi during combat. Any actual samples of Angels would by a tremendous boon, and samples of either Adam or Lilith are a goal that the Eigenart Initiative considers crucial above all others. Of the two, Lilith is the preferred choice. Though the Eigenart Initiative's current plan would result in a handful of powerful, Tabris-like individuals to oppose Seele and grant the Eigenart Initiative the time needed to incrementally uplift Humanity, with Lilith at their disposal the Eigenart Initiative might initiate a Third Impact event to uplift all of humanity at once.

Even hunted viciously by Seele and forced to hide themselves in places where the UN has no control, the Eigenart Initiative still has considerable sway in world events through their connections as former Seele members and manipulation of the discontent extremists groups that they share territory with. Any other group that has cause to hate the UN or Nerv might someday find themselves offered aid by the Eigenart Initiative, for a price…

Charon

It was a horrific accident that would change the direction of the human race. With the original Evangelion Prototype in working order, it was finally time to begin activation testing. The pilot did not survive as the Evangelion destroyed their Ego barrier and absorbed their soul. It was a terrible loss that foreshadowed what would eventually become a necessity of building Evangelions and supplying them with pilots. But it also marked the first instance in history where the human soul was identified by scientific observers and monitored.

The ability to detect and manipulate the soul would later go on to have applications in much of Nerv's technology, such as the ability to detect the pattern of an AT Field to tell an Angel from a human, or the ability to transplant souls between the bodies of clones. But it was the early use of this newborn technology that would be the most unsettling of all.

A small team of researchers, using the data from the activation accident at Nerv, constructed a scenario where they could observe dying hospital patients and detect the passage of the soul. The intent was to find out what happens to us after death. And they found out.

In 80 observed cases, 80 subject souls remained in place within the body after death. After the body ceased to support life, the soul did not pass on. Instead, between 16 and 18 hours after the time of death, the soul began to break down. No observed soul survived longer than 30 hours after the death of the body.

The results of the test were quickly suppressed. The news was just too grim. Based on observation, there was no such thing as life after death. No Heaven. No Hell. No reincarnation. Only oblivion. It was a rather depressing notion to consider. No one is sure who put the idea forward first, but soon it was picked up with fanatical fervor: the parameters needed to change.

This would mark the beginning of the organization known only as Charon, those who would build a real afterlife to catch all those souls that would otherwise be lost.

Endgame: Human Elysium

Charon seeks to use Lilith, properly modified to act as a tool, to create a system that gathers souls from the dead and stores them safely. Without Charon, the only option is the Styx: the total oblivion of the mind and soul. To cross the Styx into Hades, the land of the dead, we need Charon to show us the way. Their goal is a half instrumentality that only takes in souls when their body dies. However, to create this initial land of the dead, a payment is needed. Millions of souls, the exact number elusive, will be required to create the container. They must all be taken simultaneously for the plan to function, and they will be forever lost. They will not exist in the afterlife Charon is creating, but through their sacrifice they will allow other souls to be preserved. Charon itself is divided as to whether or not its own members must be a part of this payment. However, even the million souls will not be enough on its own. To stabilize the container, we need a single powerful soul to hold it together. And the only thing that has shown sufficient strength is that of an active Evangelion. Charon will need a willing pilot to sacrifice both themselves and their Evangelion for Human Elysium to be realized. It would seem they have some courting to do…

Societas Eruditorium

Since the dawn of time, warlords and religions have ruled man. They commanded armies through fear, personal charisma or dogma. With armies, they ruled nations. Only recently have there been weapons that could replace armies. Weapons of Mass Destruction, like the atomic bomb or the N2 mine. These were built by nations, and used by nations, and only nations could support them. The Evangelions are the first time this connection has been broken. They were built internationally. They do not really belong to anyone. And once built, they need only a dedicated team to operate and maintain them.

Who controls the Evangelions? Some would say children, but that is a misunderstanding. They pilot, but they know nothing about how their Evangelion works. The ones who control the Evangelions are the Scientists and Engineers who built them and maintain them.

All too often, the smartest among us are shelved off to the side, even as their products are used to benefit mankind. But they get no say in how the world is run, even though they are valued specifically for how much smarter they are. With the Evangelions, man can return to the Greek idea of philosopher kings. Just with an updated idea of the term "philosopher".

And the Societas Eruditorium will see to it that it does.

Endgame: The Golden Age of Reason

The Societas Eruditorium represent a unique sort of threat compared to some conspiracies. They have no spiritual goal, no greater calling. They do not seek to meddle with the godlike powers of Adam or Lilith. They seek only to reorganize the power structure of the world to put the greatest

minds in control of the greatest resources. Simple world domination.

And they have the means to do it. Using dummy plugs, the Evangelions can be controlled without human pilots. Given powersources such as S2 organs or N2 Powercells, they can operate almost indefinitely. As long as the Societas Eruditorium maintains a strict stranglehold on Evangelion technology, no other weapons platform stands a real chance of stopping the Evangelions they would use.

But even the Eva's themselves are not the Societas Eruditorium's greatest card in play. The Societas Eruditorium contains many brilliant and influential persons across multiple disciplines. The Maintenance, Research, Analysis and Exotic Mechanics departments of virtually every Nerv Branch is filled with their agents. Through their positions, they have control of every Magi system on the planet. Through the combined power of the Magi, they have the resources of Nerv and anything else connected to a computer. Every weapons platform put into space to ward off orbital Angels, every communications satellite, and every military computer is an open book to them. And one they can take away from any government they choose, once they make their move.

In this scenario, it is highly recommended that GMs include not one but 2 Science Team NPCs for the pilots to interact with: one in league with the Societas Eruditorium, and one that is not. Otherwise there is a very real chance that the players will not have the means to stop the Societas Eruditorium once their plans have been put in motion.
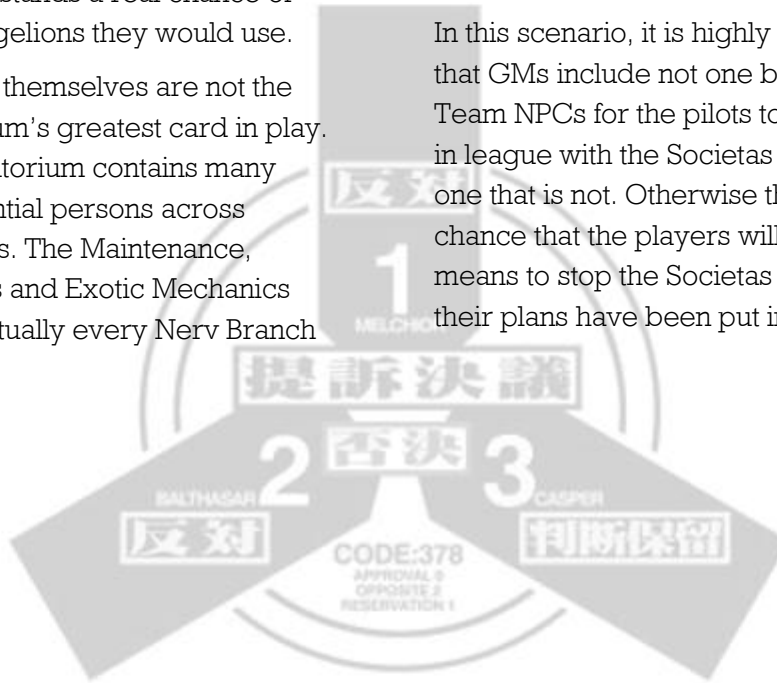
The Truth of Second Impact

The Second Impact was a horrible calamity that forever changed the political, economic, and even physical landscape. Billions died, entire countries in ruin, and a whole continent gone. At least, what was how things went down in the show. But the result of the event (the destabilization of the world and the consolidation of global power under the UN) is generally more important for the game than the details. As such, the details and even the term ''Second Impact'' itself are entirely fluid and able to be changed to fit your campaign.

In the series, the Second Impact was a cataclysm which followed the "contact experiment" conducted by the Katsuragi Expedition on Adam in Antarctica on September 13, 2000. While the exact details of this experiment are unknown, it caused Adam to awaken and involved human use of the Lance of Longinus, an alien artifact recovered from beneath the Dead Sea.

When Adam awoke, he immediately recognized humanity as creations of Lilith and thus his enemy. Had he been allowed to run amok, he would have destroyed all life on Earth and rebuilt the world according to his plan: angelic life forms.

However, the Katsuragi Expedition managed to act in time and minimize the damage of their mistake. Before it could be reclaimed, they used the Lance of Longinus to reduce Adam into an embryonic state. While effective at neutralizing him, the resulting release of energy vaporized the continent of Antarctica. Despite being at ground zero of this tremendous blast, both the embryonic Adam and the Lance of Longinus survived the explosion. Two billion people across the planet would not be so lucky.

Other examples include:

- The Katsuragi Expedition discovered Lilith instead of Adam. This does not change the details of Second Impact per say, but would presumably have resulted in a whole different kind of Angel: one based on the Lilim model as opposed to the Angelic model. What that means is for you to decide…
- Second Impact really WAS a meteorite strike! The devastation that it caused was all a result of the impact, but that same impact also disturbed the Angels slumbering deep inside/beneath the Earth's crust. Now the Angels are waking up, causing earthquakes, and bursting out of the ground!
- The Second Impact is replaced with a far more bizarre cataclysm in which the first human research into AT Field generation spins wildly out of control, destabilizing local physics and blasting a hole in the fabric of reality. This rift in spacetime is contained, but still very much active. Sometimes, things come through it… In this scenario, the Angels would likely be extradimensional.
- The Second Impact explosion is, sadly, of purely human origin: the weapons test for the world first antimatter bomb contained a payload many times more devastating than predicted. The world is still recovering from that single, incredible blast. However, the antimatter reaction also generated a mess of exotic particles that has caught the attention of something beyond our world. In this scenario, the Angels would likely be extraterrestrial.
- There is no explosion. The calamity is far worse than that: mankind's discovery of alien life on Earth in the form of Adam or Lilith has resulted in the release of a horrifying plague. Billions fell to the virus, and vast stretches of land are left empty to this day, as they have been decreed permanently unsafe for unprotected exposure. Alarmingly, satellite photos of these areas show that there is some unidentified thing *growing* in them…

Buried Treasures

At the bottommost layer of your Base of Operations, locked behind every last defense that mankind could muster, is something that the Angels desperately want to get to. This acts as the MacGuffin that forces the Angels to come after the Base of Operations rather than attacking randomly, and will likely define the nature of the endgame scenario in your campaign. What Nerv has locked away in the basement is likely to be a central figure in your game in some form or another.

However, what this specific something is can vary from campaign to campaign. GMs are free to create their own reason why the Angels are so intent on breaching your Base of Operations, but the presence of any one of the options below may be used.

Adam

Adam is the designation of the First Angel, the first of Earth's two Seeds of Life and the progenitor of the Angels. Adam is also the genetic basis of the Evangelions (unless the GM decides differently).

Adam's distinct physical features are never clearly shown, since, in the available glimpses of Adam's adult form it is either partially covered by ice or in the form of a glowing silhouette: the "Giant of Light". However, it is visibly a giant humanoid with a morphology strikingly similar to that of an Evangelion, which is appropriate considering the likely genetic relationship between Adam and the Evas.

The Giant of Light is observed with shoulder pylons, although a still-shot of the Katsuragi Expedition excavating Adam confirms that the pylons were not initially present, implying that--similar to what would be done with the Evas later--they were added as restraint mechanisms by the research team.

Adam possesses the ability to manifest translucent "wings" which it began to spread before reaching the surface of the research base. These greatly enlarge and split into four upon Adam's explosion.

Second Impact reduced Adam's body into an embryonic state resembling a tetrapod embryo (complete with four defined limbs) in early development. The Angels wish to reach Adam and reactivate him to initiate

Third Impact and reclaim the Earth for themselves.

Lilith

Lilith is designated as the Second Angel. Like Adam, Lilith is a Seed of Life, created by some progenitor race (sometimes referred to as the First Ancestral Race) billions of years ago. Thus, Lilith is actually a co-equal being to Adam. The other Angels are the progeny of Adam, but Lilith is the progenitor of the "Lilim": humans and other life on Earth. Thus it is actually somewhat misleading that Lilith has been designated as the "Second Angel", and indeed it would be proper to say that Lilith is not an "Angel" at all.

Billions of years ago, Lilith's "Black Moon" transport vessel collided violently with Earth, purely by accident. Earth already had a Seed of Life present on it, Adam, and no two Seeds are meant to land on the same planet. The result was the First Impact, which

reduced both Adam and Lilith to a state of wounded dormancy and resulting in all life on Earth arising from Lilith's spilt blood. For ages, the Black Moon containing Lilith was embedded deep within the Earth, and due to shifting tectonic plates the subterranean Black Moon eventually moved to a position underneath what would become the Base of Operations, forming the massive underground cavern termed the "GeoFront".

At some undetermined point in the recent past (possibly even before Second Impact) the Black Moon and Lilith were discovered by Seele. Nerv headquarters and the Base of Operations were built above its position. Lilith is kept crucified in the deepest and most secret level of Nerv HQ, Terminal Dogma, and used as a renewable source of LCL for the Evangelion Units (LCL in fact being Lilith's blood).

The Angels wish to reach Lilith and use her to wipe out all Lilith-based life on Earth (all life as we know it), eradicating all of their opponents at once as well as leaving them unhindered in their attempts to find and reactivate Adam.

The Lance of Longinus

Physically, the Lance of Longinus resembles a long, red bident on an Evangelion scale. Its structure is inherently double-helical (in its normal configuration), with the majority of its length being straight and composed of two strands which are tightly interwoven. At one end, the two strands unwind and form two massive tines.

While the bident is the Lance's default shape, it also has metamorphic capabilities. Upon encountering an A.T. Field, the "flaps" of the Lance open up, revealing white, gill-like structures that seem to aid the Spear with self-propulsion under conditions of extreme resistance.

The Lance may be considered to be a weapon of godlike power. N^2 weapons have enough destructive potential to bring minor to moderate amounts of damage upon some of the weaker Angels; and Evas can use armaments against Angels after nullifying the Angels' A.T. Fields with their own. However, the Lance of Longinus is capable of piercing the active, un-neutralized A.T. Field of any Angel or Evangelion, entirely by itself.

The Lance is not of Terrestrial origin, having been created by the same First Ancestral Race that made the Seeds of Life. It is also not the only Lance created: Every Seed of Life, including both Adam and Lilith, was sent with a counterpart Lance. At least one established function of the Lance is that of a "security device" capable of safeguarding the First Ancestral Race's plans should they somehow be compromised. The Lance featured in the series belonged to Adam, whereas Lilith's is believed to have been lost or destroyed during First Impact.

While an incredibly powerful weapon, it is also a tool that can be used to initiate Third Impact. Should an Angel come into possession of the Lance, the results could be disastrous as the Angel could use it to turn itself into a being not unlike Adam, or simply turn on the human race as a weapon of unimaginable power.

Sadly, while an Evangelion can use it as a crude weapon, the Evangelions lack the mastery of their A.T. Field required to truly unlock the powers of the Lance. In theory the Evangelions could use it as a weapon and throw it, completely eradicating one Angel with a single blow. However, doing so puts the Lance beyond the Evangelion's ability to retrieve it. Should it be thrown at an orbital opponent, it drifts in space before finally becoming embedded on the moon. If thrown at a terrestrial or flying enemy, it destroys the Angel and reaches escape velocity, again reaching orbit. Should the players get clever and attempt to aim down so that it cannot end up in orbit, it instead passes through the Earth's crust and comes to a stop within the mantle. In all three situations, it is only a matter of time before an Angel goes to retrieve it and the Evangelions end up fighting an opponent likely to be far worse than whatever they used the Lance to kill.

Depending on the conditions of either Adam or Lilith, the Lance of Longinus may be required to keep one of the Seeds of Life dormant in your campaign.

Evangelion typeZero

Perhaps Adam or Lilith was discovered already dead, or only pieces of them survived into modern times. Perhaps they were found intact, but they were destroyed during the Second Impact. In any case, what is important is this: at least one Seed of Life has been totally destroyed, or otherwise removed from the picture.

And perhaps things would have stayed that way, if humanity had not meddled in the affairs of gods. It is a common theme in campaigns that the Evangelions are based on the DNA of Adam or Lilith. In the case of Evangelion typeZero, the original

Evangelion prototype, this was even more true. Dangerously so.

Evangelion typeZero is, genetically, an exact clone of either Adam or Lilith that has not been blended with human DNA. It has been lobotomized and clad in restraining armor as normal, but it is still something more than a mere Eva. Even ignoring it's appearance, in terms of sheer power it is easily stronger than most Angels. However, it is also universally and unerringly lethal to use. Even brief exposure, such as a mere 30 seconds of being in its active entry plug, is enough to doom the pilot to a wasting disease as their Ego Barrier unravels over a period of days, inevitably ending in them forever dissolving into LCL. Even player characters are not immune to this condition, and no one that has dissolved from exposure to the typeZero has ever reformed.

To humanity, it is the ultimate weapon of desperation: when even the permanent loss of an Eva pilot is preferable to the alternative. To the Angels, however, it is their one remaining chance of replacing the lost Seed of Life…

The Guidestone

The First Ancestral Race sent Seeds of Life out into the universe to populate it. These seeds were of a multitude of forms, including Adam and Lilith. Each was designed to produce a specific kind of life on the worlds they reshaped. Humanity was not an intended result of any of them.

It is unclear exactly when the Guidestone arrived on Earth. Perhaps it was sent during the First Impact when the irregularity first arose. Perhaps it was sent during the Second Impact, when human civilization first

meddled with the Seeds of Life and attracted outside attention. It could have been any of the millions of years in between. Regardless of when, the Guidestone was sent to Earth by the First Ancestral Race as a gift to humanity, their accidental creation.

Visually, the Guidestone is nothing more than a perfectly smooth obelisk of rock. However, anyone who has stood in its presence can tell you it is much more than that. It feels alive in an undefinable way, and it speaks to you. Some find that the Guidestone gives them strange dreams. Some find that the Guidestone gives them flashes of inspiration. Some find that the Guidestone speaks to their mind directly in pictures and words, or mathematical patterns. The Guidestone passes on its message differently for each person in an approach tailored to their mind.

The Guidestone is a message explaining the origins of humanity, explaining the meaning of our existence, and giving us the perspective and information humanity will need to fulfill our destiny in this universe. What that destiny is, however, is very much for you to decide. Maybe the First Ancestral Race simply wants humanity to journey out into the stars. Maybe they want humanity to become something greater than we are now.

More likely than not, however, the otherworldly information stored in the Guidestone will be bastardized to fuel the machinations of whatever Global Conspiracy your campaign has in place.

But why are the Angels so interested in the Guidestone? Do they simply wish to destroy it to prevent the rise of humanity? Or does the Guidestone carry more than one message?

Angel Beacon

Often times, Nerv's lowermost level is dedicated to keeping something important secret and safe. However, for lack of that, Nerv will adjust its plans accordingly.

The Angels are a threat unlike any the world has seen before. A single Angel cannot be stopped by even the force of an entire nation. Armies, missiles and bombs have no real effect on them. Even weapons of mass destruction such as the N2 mine are not a reliable way of killing one. Only the Evangelions present a useful defensive measure.

And the Evangelions cannot be everywhere. Due to the enormous cost of building one, the difficulty in transporting one over long distances quickly, and their limited operation time, the Evangelions are at their most effective defending a limited area. If they are required to deploy across the world to engage Angels as they attack human cities elsewhere, their effectiveness drops and the casualties rise.

The Angel Beacon solves that problem by doing nothing more than drawing Angels to it like a moth to a flame. This complex machine has literally no other purpose than to act as bait. With it, the Angels are drawn to the Base of Operations: a battlefield specifically designed to engage and destroy them rather than let them run amok.

While not as exciting as other options, this does have the advantage of being unlikely to be used to cause a Third Impact scenario if the Angels DO reach it.

Themes and Myths

Much of Neon Genesis Evangelion's unique style comes from the show using Christian imagery and terms as a smokescreen to obscure details that are, on closer observation, the stuff of fairly standard science fiction. The actual terms and images used, while iconic (and intentionally so), are not in themselves as important as the role they fulfill. As such, GMs may find it worth their while to invest time while planning a campaign into molding the mythology it will use. This could involve making minor changes to the present mythos portrayed in Evangelion canon to better suit your own variation of the plot, or even using a whole new mythology entirely!

When applying a new mythology, it is best to pick one that has a rich well of terms to draw from. 100% accuracy in translation is unlikely to happen, but if you pick one that your players are not overly familiar with no damage is likely to be done by it. After all, Evangelion used the Christian imagery it did specifically because it was exotic to Japanese audiences.

Norse, Sumerian, Indian and other Mythologies can all be used for this purpose. However, applying a mythology can be a daunting prospect, so take a look at these following examples to see how it can be done.

Mesoamerican

When running an AdEva campaign with a Mesoamerican bent, we suggest going with a primarily Aztec twist. The Aztecs believed themselves to be central to keeping the sun god, Huitzilopochtli, fed with blood so that the sun would stay lit and the world would not be devoured by celestial monsters. This provides ample material for a game where the world is at stake.

Terminology

In terms of swapping in the new mythology, it is recommended that you rename the organization from ''Nerv'' to ''Aztlan'', as that was the name of the mythological ''city of heroes'' that the Aztec peoples descended from. Evangelions can now be known as Jaguars, which are a symbol of power. Huitzilopochtli replaces Adam, and the fire serpent Xiuhcoatl which never leaves his side makes a decent metaphor for the Lance. The Magi can be called the OLMEC system, and Seele might be named Tollan, after the lost city of riches that would define later legends of cities of gold like El Dorado. The role of Tabbris, if you choose to use it, might be gruesomely adapted to Xipe Totec, the flayed god who wore the skins of humans. Finally, Lilith and her Black Moon vessel might be combined and adapted into the World Tree, its roots permeating the crust and mantle of the Earth and serving as both a Geofront for Nerv to inhabit, as well as lending its branches and roots to be used as roads for quick travel around the planet.

Bringing it all together…

In ancient times, the Aztecs dedicated sacrifices to feed human blood to Huitzilopochtli. This kept Huitzilopochtli dormant, and the sun from going out, though later versions of the myth passed by oral tradition got the order wrong. That human blood acted as a poison, but as the Aztecs scattered and the sacrifices stopped, it was inevitable that Huitzilopochtli would awaken again. That happened 15 years ago.

Huitzilopochtli awakened, and the change in our sun was immediate. Either naturally, or through human endeavor, Huitzilopochtli was put back to rest… for a time. But he will awaken again, soon, and great damage has already been done. Whether it be something diminishing the star itself, or simply that Huitzilopochtli is eating the sunlight before it reaches Earth, is up to you… but since his brief awakening 15 years ago the sun has been fading. The world is plagued by eternal twilight, with the promise of an impending darkness that goes on forever. And as the darkness encroaches on the world, the promised celestial monsters have begun to appear as well…

Can Aztlan find a way to ward off these monsters and restore the sun? Or will the prophecy come true in full, and be the end of the human race?

Lovecraftian

The mythos of H.P. Lovecraft and the eldritch monsters found in it are a surprisingly common theme to be found in Adeptus Evangelion games. This also goes to show that you can use almost any setting in place of a mythology, so long as it has enough detail to fill in the required roles in the Evangelion vs. Angel conflict.

There are many ways to include the Lovecraftian mythos. One such example, that shows how far off the beaten track you can go with a little imagination, goes something like this…

Terminology

For applying Lovecraftian mythology, we replace ''Nerv'' with the ''Miskatonic Defense Initiative'', a reference to the Miskatonic University that features prominently in Lovecraft lore. Evangelions can now be known as Aeonoclasts, or Aeons for short. Cthulhu, whose impending awakening spells madness and death for the human race, replaces Adam. The Magi can be called the Alhazred system, and Seele might become one of any number of human cults. The role of Tabbris would be wonderfully played by a mask of Nyalarthotep. Lilith, the black moon, and the Lance do not really have equivalents in this scenario, though the unedited Necronomicon could fill the same general role as the Lance in terms of being a very useful tool of great power. The Angels themselves are likely replaced by Avatars of various eldritch gods, or simply horrible alien races that are passing through or have been rooted out here on earth.

Bringing it all together…

Long ago the Great Race of Yith, the only civilization to ever master time travel, was based here on Earth after fleeing from their own homeworld. They created great cities, though they warred with other eldritch beings also here on Earth. Chief among these was the Flying Polyps, amorphous things that phased in and out of reality and were very hard to kill without using special forms of energy. Though the Great Race kept the Flying Polyps at bay for ages, eventually the Polyps grew too numerous, and drove the Great Race from this world. The Polyps remained here, infesting the deep areas beneath the cities of the Great Race, until 15 years ago.

At that time, humanity discovered ruins of the Great Race of Yith here on Earth. Much of what was revealed there was groundbreaking, but in the process of it we disturbed a nest of Flying Polyps. The Polyps rose up in great numbers, like a swarm of angry bees, and waged war upon

humanity. Using a combination of weapons of mass destruction, and a few prototype energy weapons, we managed to force the Polyps back, but billions died in the slaughter. Even to this day, small nests of Polyps provide a constant and deadly threat.

In the wake of this awful war, humanity was made to know that it was not the only race on this planet, and how very vulnerable we were to these eldritch beings. We had survived this attack, but had lost much because we were unprepared. We would not make the same mistake again.

Named after one of the few human institutes to have information relevant to these monsters, the UN founded a taskforce known as the Miskatonic Defense Initiative. Their goal was to serve as Earth's defense against inhuman forces. Their first task being to find a solution to the Flying Polyp menace, the newly created MDI discovered references to ancient weapons created by the Great Race of Yith to fight the Polyps, which could still be found in weapons vaults within the cities of the Great Race. At great cost, these weapons – giant organic warmachines with unimaginable powers – were recovered and refitted with human technology for human use. In this age, the weapons of Yith are known to humanity as ''Aeonoclasts'', or simply Aeons for short.

We gained these weapons not a moment too soon. Perhaps the war with the Polyps attracted the attention of outside beings. Perhaps the eldritch monsters and races find humanity possessing the weapons of Yith to be a threat. Or, maybe, the stars are simply right. Whatever the case, the plans of these monstrosities seem to be accelerating. The time when great Cthulhu, in his sunken city of R'lyeh, will awaken is approaching. Human organizations, such as the maddened dream cult that thinks only of Cthulhu's return and the enigmatic Hermetic Order of the Silver Twilight, are on the move. Possession of black books like the Necronomicon has become more important than ever. A long foretold era of madness and death is swiftly approaching, and the discarded weapons of Yith are the only hope we have. Will it be enough to turn the tide?
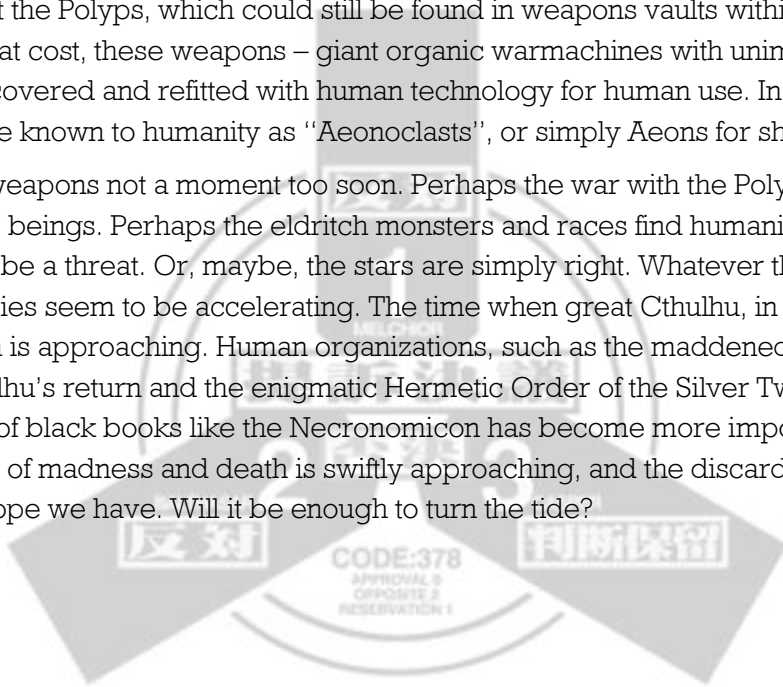
Themes

The Mythology that defines a campaign tends to be given more spotlight, but a trade secret to a well-rounded campaign is the inclusion of one or more themes. The Mythology may define what terms you use to contextualize the conflict, but it rarely defines the way events play out. For this purpose, ambitious GMs should invest in Themes.

In this case, a Theme is a secondary set of imagery and associated plot points that may well define the actions and motivations of key NPCs, certain Angel encounters, and even the nature of the endgame scenario. In Neon Genesis Evangelion, two different themes are easily recognized.

The first theme was that of Evolution, bringing together the origins of life on Earth, the development of the Angels, and the motivations for Seele to pursue Human Instrumentality. This theme was even given the spotlight during one Angel encounter, Iruel, who in the show was eventually defeated by being tricked into an evolutionary dead end.

The second theme was that of the Hedgehogs Dillema. This was most notable in the sense that the main character of the show, Shinji Ikari, was said to be afraid of connecting with people for fear that he would be hurt by the relationship. But this extended beyond one character. Shinji's father Gendo had suffered from the same fear early in life, and as such opened himself to no one except his wife, and losing her drove him to attempt to hijack Third Impact to get her back. More and more characters, on closer inspection, show fear of connecting with other humans. Whether it be reluctance to return the romantic feelings of others or hiding alone in their room all day.

There are more possible themes than this book could ever contain, as with proper exploitation almost any trope or pattern can be turned into a theme. However, included below are some examples of themes and how they might be included in a campaign, just to spark your creativity.

Dreams

The average human spends an alarmingly large portion of their life asleep, and in dreams. Dreams represent both that personal space where the mind can run free, where our subconscious acts on its own, and where our greatest imaginings and worst fears come to pass. In a campaign where the theme of Dreams has become central, there are a number of ways to bring that topic up. The dreams of the player characters can be made important enough to warrant screen time, taking up actual scenes in a session. Each player should choose a specific dream that their character has on a recurring basis, which has a special meaning to that character and will have an important impact on their development. NPCs can be built around idealized dreams that they wish to see fulfilled at any cost, or suffer from crippling nightmares. But dreams are also the playground of the subconscious. In this scenario, the Evangelions themselves can begin to take on the aspects of the pilot's subconscious that they most repress.

In dealing with Angels, options vary from Angels that give the pilots visions, force them to share dreams with each other mid-battle, or force the whole city to fall into a deep sleep. Similarly, in such a campaign a GM might replace the standard ''dissolve into LCL'' effect of having a 0 Ego Barrier with the character falling into an eternal coma. It might be reinforced that Angels do not

advance because they do not sleep, and as such have no dreams to tantalize them to seek out new horizons, or pointed out that the world created by Seele's Human Instrumentality is inherently dreamlike in nature.

Growing Up

The coming of age story is one as old as the storytelling tradition. In many ways, Neon Genesis Evangelion itself is a story about what happens when the protagonist fails to succeed at the traditional conflict of passing from boy to man set against a background of an external struggle. There are many different facets of Growing Up that can be woven simultaneously throughout your campaign: responsibility, making hard choices, puberty itself, putting away childish concerns, leaving home and/or losing parents. These can be applied as pivotal moments in character arcs, whole subplots, and even warped into a twisted mimicry in the form of Angel battles. These encounters could vary from multi-form Angels that develop from larvae to mature forms over time, scenarios that force the pilot to choose between the easy way out or make the hard choice, or an Angel that mentally regresses the pilots to make them feel and act like kids half their age… a condition they will have to overcome if they are to win.

In a campaign where the Theme of Growing Up is central, the Eigenart Initiative is a natural conspiracy to have in the background, as individual responsibility and the development of the human race is central to their goals.

Puppets

Puppets and dolls are often used to good effect as imagery and metaphor in stories. Shaped like tiny people, they look like us and can be made to move and act and, after a fashion, speak. But they have no will of their own. Many find puppets or dolls to be frightening because of their erratic motions or unseeing glassy eyes. In use as a theme for an Evangelion campaign, the first obvious step is to draw the connection between the Evangelions themselves and giant dolls made to move to the pilot's will. One or more NPCs might own, collect, or even make dolls. There could be a recurring NPC on the streets of the city that puts on puppet shows for passing children, whose stories always seem strangely relevant to the PCs. Manufactured, like the Evas, could be contextualized as being puppets of Nerv. Instead of being crucified, Lilith could be hung from the ceiling like a massive marionette. Vast webs of manipulation could be drawn back to a single ''puppetmaster'' pulling the strings. Similarly, an Angel could be designed to take control of the Evangelion's bodily movements away from the pilot to fill the same role.

In a campaign where the theme of puppets and dolls is central, mind control and suggestion would make a good basis for the endgame of the global conspiracy, forcibly taking away the will from other people and turning a person into nothing more than a doll.

Other Organizations

"Our saviors, these 'Evangelions', are little better than the angelic monstrosities they fight. Fashioned of humanity's rib and capable of 'berserking' at the drop of a pin, how long until they show their true colors? Damnation walks in their footsteps! Doom resounds in their cries! How long until these true children of Eve pluck the apple from their caretakers? I fear I will live long enough to find out."

-Unknown pirate radio broadcast, intercepted by Nerv Arizona

The following organizations are original creations that were not present in the series. In general, these organizations are designed to exist as secondary human antagonists for either Nerv or the pilots. None of these organizations is on the same level as a global conspiracy, but each one in its own way can be woven into a campaign to spice things up. GM's are by no means required to include all, or even any, of these organizations in their campaign world. Indeed, the existence of some of them require drastic changes in the way the campaign is handled. Even if not taken whole cloth, GMs should feel free to use these organizations as inspiration for organizations of their own design more fitting to their campaigns.

The Liberated Nations

Often referred to derisively as the ''heartbreakers'', the so-called Liberated Nations are headed by a ragtag group of renegades (primarily from China and Russia) who refused to cooperate with the articles of the Valentine Treaty signed after Second Impact. Taking many of their troops with them into exile, these officers fled the growing powerbase of the UN to devastated regions of Africa and South America that to this day remain outside of UN control. Initially little different from regional warlords with pre-Impact military hardware, it was only four years ago that these officers began to ignore their original nationalist differences and begin to work together, taking up the name of the ''Liberated Nations''. A precipitating event for this sudden rise in cooperation was never revealed, but UN surveys of the area show a decrease in infighting and signs of mobilizations previously considered to be outside of the Liberated Nations ability to organize.

With UN aid as thinly spread as it is, the United Nations gleefully leapt at the chance to deny aid to areas under the control of the Liberated Nations, refusing to recognize the Liberated Nations as anything approaching an official political organization. This may prove foolish in the long run, though. Nerv is a very resource hungry organization, and at even the best of times thousands are left starving and without even an attempt at aid in order to keep the Evangelions properly funded. The Liberated Nations have used this opportunity to spark unrest in previously docile regions, and gather support from the angry mobs. With this backing and their newfound sense of organization, UN control of Africa and South America has begun to slip, ignored for now in favor of the more pressing concerns of the Angel threat.

However, the Liberated Nations won't let themselves be ignored for long.

Concerned Parents Alliance

Much less power hungry or malevolent than other possible antagonists that Nerv may face, the CPA are welfare activists who demand that Nerv cease using child soldiers and replace them with adult pilots. This would be almost comical, were it not for the fact that the CPA is deadly serious. They see deployment of adolescent pilots as weapons of war as immoral, and no amount of ''techno babble or doomsday rhetoric'' will convince them that such a thing might be necessary for the Evangelions to function or for humanity to survive.

While military action is not beyond the CPA, violence is not their goal nor their preferred method of operations. Mass protests, petitions and lobbying are likely to cause no end of trouble for the pilots, though extreme arms of the CPA might attempt to remove the pilots from Nerv by force. While the pilots would almost certainly be unharmed by such an action, every day where the pilots are kept from their Evangelions is a day in which humanity is at terrible risk.

The Tribulation Brigade

"Messenger of the lord! I am here, divine one! I am your humble ser-"
- Last words of Rev. Arthur Belling, stepped on by Matariel during its attack on Boston

Hardly a unified organization, the so called Tribulation Brigade is a loose collection of religious extremist groups. Only occasionally working together, and more often likely to fight each other over religious differences, these group are only lumped together by United Nation's analysts who have trouble recognizing the important differences between them. The unifying factor of the Tribulation Brigade is a belief that the end of the world, begun during the Second Impact, is still ongoing. There were many groups that initially claimed that the Second Impact was a divine punishment and warning, a sign that humanity needed conform to whatever religious beliefs were important to the speaker at the time. However, the appearance of the Angels has added a dangerous new element to these groups. Many have become convinced that what Nerv has labeled the Angels are, in fact, servants of God come to punish humanity further for failing to take the warning of Second Impact to heart. To them, Nerv's intention of fighting and killing such divine servants is the ultimate blasphemy and hubris, and only likely to enrage God further. While thankfully lacking in resources and not especially well organized, in many of the more devastated areas such belief in an enraged God is not a hard idea to sell. And what the Tribulation brigade lacks in organization, it more than makes up for in determination and fervor.

One specific Sect within the Tribulation Brigade is the so-called Eden Gate. One of the more recent religious extremist groups, The Eden Gate has come into existence in response to the Evangelions themselves. In the Aftermath of Second Impact, there were a myriad of religious explanations and excuses for Second Impact, the theme of it being a warning or punishment being fairly common, though for what was a matter of some debate. However, with the revelation of the Evangelions, the Eden gate was formed by those who feel that the answer is obvious: man was punished for the science that has created the Evangelions themselves. By creating artificial life forms, man has parodied god and violated the sanctity of life, which caused Second Impact. God finds the Evangelions an abomination of life, and wants them destroyed. After all, if God did

not find the Evangelions distasteful then why would he send a host of Angels to destroy them and those who built them? Why else would the Angels be so unconcerned with other targets?

While obviously based on twisted facts, the Eden Gate's mere existence means that they know information that Nerv had thought secret, and their drawing of connections between the Evas and Second Impact is too close for comfort for those who know the truth. The Eden Gate is one of the most dangerous religious groups, because while they may be lacking in military resources there is evidence to suggest they have one or more agents within Nerv itself.

Children of Adam

A name that caught Nerv's attention almost immediately, the Children of Adam are a sensationalist group that is gathering more followers by the day. Lacking organization, they are nevertheless captivated by the same belief: that they have seen and spoken with an angel, a young man with extraordinary divine power who has come to lead them on the truth path to a perfect world.

What makes these stories terrifying is that there is increasing evidence that they are correct as Pattern-Blue AT field signatures are detected by remote Nerv stations far and wide, disappearing before the readings can be confirmed.

The existence of the Children of Adam within a campaign must be handled carefully by the GM, as it necessitates not only the existence of the Angel Tabbris but his appearance and plotting far in advance of his direct confrontation with the Evangelions. Whether he is simply planning on using his followers as a weapon against Nerv or something more sinister is unknown, but with the tremendous powers of his AT Field he will have little trouble convincing those he meets that he is divine.
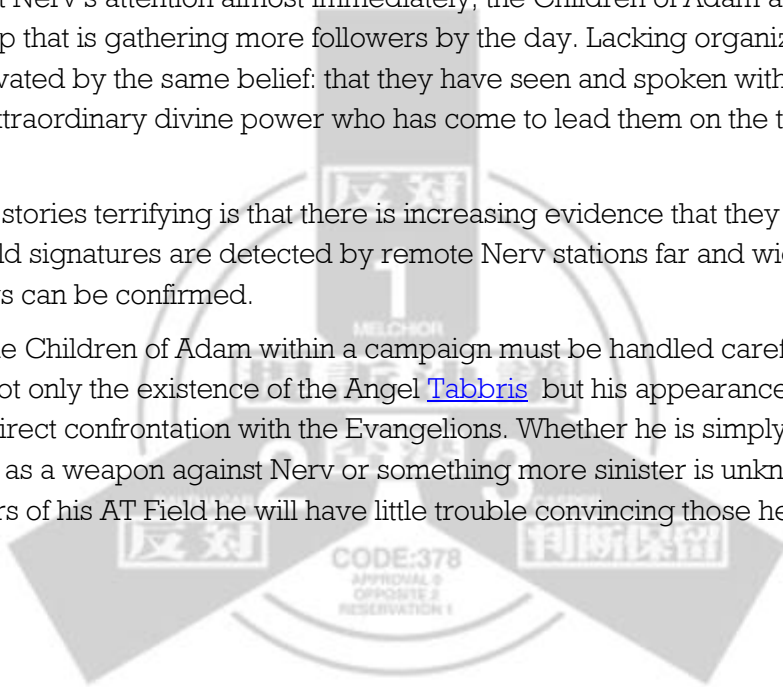
Apocrypha

- ▸ **Angel Hybrids**
- ▸ **Ambivalence**
- ▸ **Unlimited Power**
- ▸ **Anomalous Materials**
- ▸ **Fly Me To The Moon**
- ▸ **Personal Armory**
- ▸ **Danger In Person**

Apocrypha

There are all sorts of different paths available to Game Masters running an AdEva Campaign. Not all of them are equally likely to happen in a campaign, but still require some measure of support and explanation. This chapter serves as a resting ground for additional rules and mechanics that can are of an optional nature.

Angel Hybrids

*"*sigh...* Yes, that is my natural hair color. No, I don't know why it's blue-white rather than the normal blonde-to-black spectrum."*

-Elias Anderson, Manufactured pilot

The same genetic engineering project that produces Manufactured Pilots can easily go further than the boundary of mere human genetics. To truly synchronize with an alien being, would not a human/alien hybrid be idea? That is one explanation to explain the existence of an Angel Hybrid in your campaign, and by far the more benign one. Given the unique properties of an Angel Hybrid, it is far more likely that they were deliberately created to fulfill a specific role. A cog, either willfully or unknowingly, in some greater machine that ends with Third Impact. Who can say for sure in these uncertain times?

Angel Hybrids in your Campaign

In previous editions of Adeptus Evangelion, Angel Hybrid was listed along with other assets. However, this presented a misleading view of how Angel Hybrids really work. Despite what the players may think, whether or not an Angel Hybrid is going to be in any given campaign is not up to them, it is up to the Game Master. This is because the mere presence of the Angel Hybrid has massive story implications, and a player controlling an Angel Hybrid puts them in an important position to influence the plot. GM's take note: if the above is not true, and the Angel Hybrid would serve no special purpose plotwise or would otherwise not be significantly different from a normal player, DO NOT INCLUDE THE ANGEL HYBRID IN YOUR CAMPAIGN. Doing so will only serve as a red herring, and be likely to aggravate the player that their character's explicitly special qualities are totally worthless. There is no rule that says every campaign must include an Angel Hybrid, and you should not feel obligated to have one.

Creating Your Angel Hybrid

While much of Adeptus Evangelion is written under the assumption that you will play in a setting very much like that of the television series, in practice this is often not true. Game Master's come up with their own mythologies, chains of events, plot twists and stand-ins for the Angels. Since the nature of the enemies that the player's fight can be so variable, it makes little sense than every Angel Hybrid in every game would be represented in the same way.

Every Angel Hybrid is assumed to be of the Manufactured Background. In theory, Angel Hybrids of other Backgrounds may exist, but given the artificial nature of Angel Hybrids there would have to be a very good reason for it to be possible in your campaign. Examples include a Neospartan that underwent intensive gene therapy after being recruited by Nerv, or an Impact Survivor that was exposed to something incredible during the Second Impact.

Being an Angel Hybrid counts as a unique Asset that takes up 15 Depth. To assist in building your Angel Hybrid package, the effects of being an Angel Hybrid have been broken down into 3 Categories: Power, Tell, and Situation.

The Power is what special ability is granted by your Angelic DNA.

The Tell is what strangeness, either physical or mental, marks you as being inhuman.

The Situation is how being an Angel Hybrid has impacted their relationship with the rest of the world.

Each Angel Hybrid gets exactly one instance of each of the above categories, as chosen by the Game Master. The Game Master is the one that knows about the Angels and the Campaign to come, so it is they that have the power to define the Angel Hybrid, not the player. Though, of course, it is always within the player's power to make requests, or decide to play a different character if the GM creates an Angel Hybrid package that they do not want to play.

Game Masters can easily create Powers, Tells or Situations of their own to supplement the lists below to better fit the Angel Hybrid to their campaign. Even so, the following examples are provided.

Powers

Synergy: The Angel Hybrid may change their Synch Ratio by 1d10 each round in a direction of their choice as a free action. This does not trigger any other form of Synch Disruption. In addition, they reduce Ego Damage they take from all sources by 1, to a minimum of 0.

Strong Field: The Angel Hybrid has an Ego Barrier of 20 higher than normal for their Willpower.

Strange Connection: The Angel Hybrid and their Evangelion share a special bond. The character begins play with the Ghost in the Machine talent, regardless of their career.

Angelic Biology: Simply put, the Angel Hybrid does not need its organs to survive as much as we do. The Angel Hybrid begins play with the Stuff of Nightmares trait, as well as a Toughness Bonus of 1 higher than normal. Both of these effects apply only to the pilot, not their Evangelion.

Prophet: The Angel Hybrid receives visions when they sleep, hinting at things to come. Maybe the Angels in your campaign are from the future, and your Angel Hybrid is dreaming of memories unstuck in time. Maybe your Angels are highly telepathic, and the Angel Hybrid is listening in on important people or even the Angels themselves from afar. In any event, the player periodically receives flashes of important information as they sleep.

Intuition: The Angel Hybrid has an inherent understanding of the Angels they face. They begin play trained in the Scholastic Lore(Angels) skill, and have the "As Foretold" Operations Director Talent.

Tells

Alien Intelligence: May treat all Intelligence based skills as basic skills, -5 Per or -5 Fel

Serenity: The Angel Hybrid does not have the right emotional reactions to stimuli, instead being oddly… serene. They are immune to all forms of Fear, may not Frenzy or Bloodlust, and do not gain any bonuses from high morale or any other strong emotion.

Cosmetic: You have some very obvious physical trait that sets you apart. Maybe it is a blatantly non-natural hair or eye color, or maybe you are albino. In any case, you look weird. You take a -10 to all Fellowship tests against strangers, and everyone gets a +20 to Awareness tests to notice you. There is no benefit to being funny looking.

Sensitive Mind: Your soul is much like an Angel's: closely tied to your personal AT Field. Your Intelligence and Perception scores are both equal to your current Ego pool. This makes them likely to be high at start, especially since you effectively drop your two lowest Characteristic rolls, but if your Ego ever lowers (and it will) your Characteristics are modified accordingly. Your Intelligence and Perception may not be increased through Characteristic Advancements.

Enemy: You have an irrational hatred of other people that you must constantly try to keep in check. You can manage to function in society, but take delight in the misfortune of others and are quick to anger. You begin play with the Sadistic Drawback, for which you do not gain any extra Depth. If the Sadistic Drawback has already been chosen by this character, they automatically roll a 1 on the 1d10 when their drawback is triggered.

Never Alone: The Angel Hybrid has a special friend that only they can see and talk to. Is this a sign of madness? Or is the Angel Hybrid interacting with some outside force? Or, just maybe, the Angel Hybrid is speaking to a part of themself that they do not even know is there…

Unnatural: You do not know why, but animals hate you. Dogs bark at you, cats spit at you, and birds freak out. Even insects, like ants, seem to have it in for you. Should you ever approach an animal, it will always become panicked or violent. Often both. Obviously, you are considered inept in regards to the Wrangling skill, and may never pass a test of it.

Situations

Ignorant: You have no idea you are an Angel Hybrid. The good news is that this means others probably do not as well. However, you cannot exploit what you do not know is there. You gain no benefit from your designated Power at the start of the campaign, and as the player you might not even know what it is yet. How that power becomes unlocked for you, and how you realize your true nature, are up to the GM.

In hiding: You know you are an Angel Hybrid, and it is something you keep to yourself. The Humans just would not understand, and your creators warned you of the risks involved in letting others know. You begin play with the Dark Secret(Angel Hybrid) Drawback, for which you do not gain any extra Depth.

Hunted: You know you are an Angel Hybrid, and worse yet so does someone else! There is a person or organization out there that targets you because of what you are. Maybe to simply keep an eye on you, or kidnap you for their own ends. They may even want you dead! You begin play with the Foe Drawback, for which you do not gain any extra Depth.

Public: It is no secret to anyone that you are an Angel Hybrid. Everyone knows. This has all of the disadvantages of the Hunted option above, as well as imposing a -5 Fellowship penalty. Even people who know you can't help but treat you differently, given what you are.

Unlimited Power

Before the events leading up to Second Impact, the Super-Solenoid Theory of Spontaneous Energy Extraction was regarded as little more than a quaint theoretical model. In most scientific circles, it wasn't even considered that. However, among the many groundbreaking discoveries during the ill-fated Katsuragi Expedition was the fact that Adam (and by extension his creations the Angels) perform the Super-Solenoid reaction as a natural process, presumably as their primary source of energy to fuel their reality-bending AT Field manipulations. What was truly amazing about this discovery was that the Angels seemed to make this process self-perpetuating, producing a high output of energy with no fuel and with no apparent limit on how long this process could be carried out before becoming unstable.

With this amazing discovery made, the Super Solenoid Engine has since become the holy grail of scientific achievement: a man-made device to mimic the process found in the Angels capable of generating super-high energy outputs, forever and without pause or fuel. While the desire for such an energy source is obvious, it is unclear what a functioning S2 Engine would mean for an Evangelion. In theory, it would unlock in the Evangelion at least some potential for the same powers as a full-fledged Angel, but given the artificial nature of the Evangelion it is impossible to accurately predict the result.

In the series

The fact of the matter is, promises of limitless power aside, we don't actually know what the Supersolenoid Organ does. We know that Shinji's Evangelion Unit 01 gained one by consuming the Angel Zeruel, and that this unlocked incredible potential within the Eva. This potential was something already known to Seele, and something they wished to avoid (Though Nerv Commander Gendo Ikari desired it for his own ends).

However, the exact result of Unit 01 gaining an S2 Organ is unclear, other than by implication. There was no obvious sign of the Evangelion no longer requiring an umbilical to function, and no special powers demonstrated other than the Eva's participation in the Tree of Life during Third Impact.

So, what does this mean for you campaign?

What this means for your campaign

The Supersolenoid Organ is, in a very real sense, a plot token. How it is gained is unclear, and unreliable. No player may gain an S2 Organ unless the GM intentionally allows them to have it. The precise advantages to having one may not always be clear, may manifest and different ways, and will certainly not be set here. However, one ground rule should be adhered to:

The Supersolenoid Organ represents a contract between the GM and the player, guaranteeing that the Evangelion of the player has a greater role to play in the ending scenario of the game, and if exploited will prove to have an important role in Third Impact.

What the role is, what additional prerequisites need to be met, and the consequences of doing so are all in the hands of the GM.

Example benefits of having a Supersolenoid Organ include:

- ⚐ Being able to use the Lance of Longinus as a weapon against Adam or Lilith
- ⚐ Being able to speak to Adam or Lilith directly during Third Impact
- ⚐ Being able to participate in whatever event that triggers Third Impact
- ⚐ Being able to interfere with whatever event that triggers Third Impact
- ⚐ Being able to, inside your Evangelion, survive whatever cataclysm Third Impact unleashes upon the world.

These are, of course, examples and should not be taken as the sum total of what the S2 Organ can accomplish. Similarly, no player should naturally assume that possession of a S2 Organ allows them to do any or all of the above.

None of the above examples include definable mechanical bonuses to the Evangelion itself resulting from the S2 Organ, though at the GM's discretion such bonuses may apply. This is, however, discouraged as it may make your players treasure it as a mere mechanical upgrade.

Regardless of the mechanics that are applied, The S2 Organ should not be given out lightly, and GM's should not feel pressured to give every player, or even any player, an S2 Organ by the end of the game.
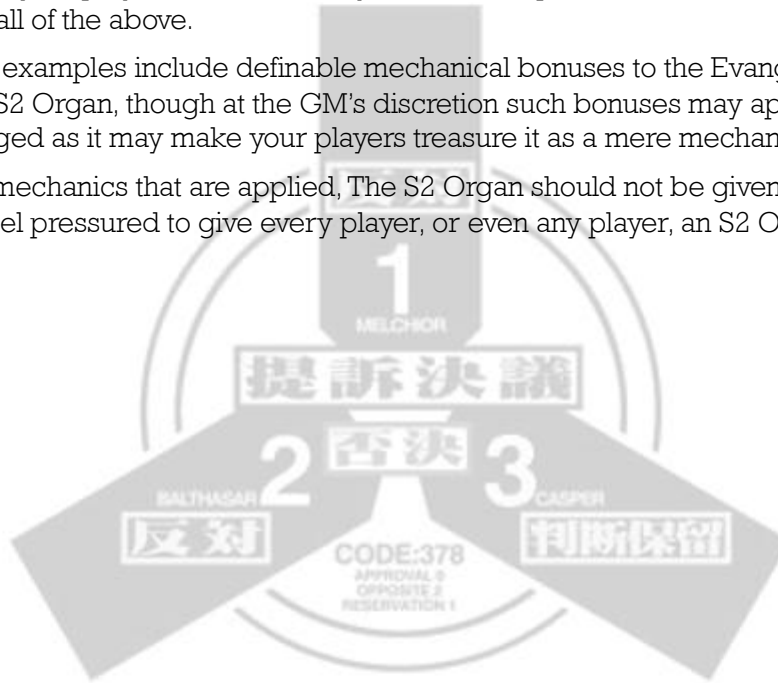
Anomalous Materials

The Scenarios in the Phase Space chapter of this book make reference to material that normally isn't part of Adeptus Evangelion Core, and in some cases will never be, but you may want to peruse even if you're not going to use the Scenarios that conceived them.

The Boneyard: Unique Armory Contents

Name	Class	Hands	Range	RoF	Dam	Pen	Clip	Rld	Special
Giant Chainsaw	Melee	2	---	---	2d10 R	0	---	---	Chain, Unwieldy
Giant Shotgun	Basic	2	10 dam	S/2/-	1d10+2 I	2	12	Full	Scatter
Giant Flamethrower	Heavy	2	20 dam	S/-/-	1d10+5 E	5	3	2Full	Mounted, Flame

Giant Shotgun

A simple, scaled up Shotgun using shells taken directly from the Pallet Gun under the brilliant logic of ''Maximum Compatibility''. Suffice to say, not even taking advantage of the development of the P-8 Battle Rifle saved the project. Treat this as a small area attack for the purposes of Collateral.

Giant Chainsaw

Before Progressive technology came to fruition, there was what would eventually be turned later into generalized Chain technology. The Giant Chainsaw isn't very reliable at dealing damage, but it does occasionally catastrophically maim a target.

Giant Flamer

A comically large weapon that is as hurtful to friend as it is to foe. Like Flame weapons in DH, the user should be very careful with this weapon as it is likely going to destroy anything they would strive to protect. Treat this as a medium area attack for the purposes of Collateral. This weapon may not be used by an Evangelion without the Heavy Chassis Upgrade, and any Evangelion using it will find that their agility is lowered by 20 for as long as they wear it

Structural Upgrade: Experimental N2 Reactor

Prerequisites: Research Tier 2

Cost: 5 Surplus.

Effect: This N2 reactor is designed to be carried by an Evangelion into battle as a mobile power supply for both itself and its allies. This cylindrical container is large and heavy enough at 200 tons that it requires at least an Evangelion with above average stats to successfully carry it. The benefits outweigh the inconveniences, however, with five Umbilical Cables (each with 100 dam of range) and ten hours worth of power to be distributed between its various users. While the N2 Reactor is sturdy enough for something its size, it is still extremely dangerous to allow it to be damaged. It has 20 Wounds, but the moment these are depleted the reactor breach deals 3d10+10 E damage to everything within 60 dam. Anything with an active AT Field may instead roll on the N2 Mine chart with a -40 to their roll.

Trait: Cold Blooded (X)

Prerequisites: Undergone ''Touched by an Angel'' Scenario or being otherwise Encroached.

Effect: You have become hardened to threats against your mental integrity and your sense of self.

This Trait provides you with a buffer that prevents a number of Insanity Points or Ego Barrier damage per session equal to the X that you earned from undergoing Touched by an Angel. Once this buffer is spent, the character gains Insanity and loses Ego Barrier as normal. The buffer will replenish every session, but leftover points will not carry over from one session to the next.

Free Range Evangelions

The exact speed of an Evangelion is heavily abstracted, changing to suit the scale of play in use at the time. The alternative is to make Evangelions incapable of operating at the speeds and distances witnessed in the series, or making every Evangelion obscenely fast in terms of close combat.

Occasionally, the Evangelions might end up in a position where they need to operate at extra large ranges on a battlefield. Perhaps they are up against an enemy that has a very long range attack that it is using, or their plan requires them to defend a large area from attack on multiple fronts. In these situations, the 5 dam spaces are too confining, as it would require a map of obscene size.

At these long ranges, the battlemap can be adjusted to instead have squares representing a 1 km by 1 km by 1 km area.

In this case, melee and point blank range counts as anything within the same space as you, and no penalties for occupying the same space as another Evangelion Scale unit applies.

Blast or other area weapons no longer have the ability to hit multiple enemies at this scale due to the size of the areas involved. However, the difficulty in dodging large area of effect attacks is maintained. Blast attacks will not affect even a whole km square, much less beyond it.

When operating at this enhanced scale, the Evangelions are ''let loose'' to take full advantage of their great stride and speed. A half move only moves the Eva 1 km, a full move or a charge lets the Eva move up to 2 km. On a run action, however, the Eva may move a number of km equal to its Agility Bonus.

If, for whatever reason, a majority of the party ends up being in the same space and fighting the same enemy? GMs should then drop the use of the 1 km scale and simply make use of the normal battle map.

Fly me to the Moon

There are many unique battlefields that the Evangelions can be deployed to, but they usually involve something resembling a flat surface. Space, however, is more complicated than that. In fact, the complexities of space combat are such that we felt it needed it's own section to properly do it justice.

How you handle the final frontier in your campaign depends on how much time you expect your players to spend there. If you only intend your players to visit space once or twice in the whole of your campaign, a lighter touch is recommended. They will not be in space long enough for many of the potential rules to become relevant, and they are likely there on business they would rather get to. On the other hand, you can also afford to make space more dangerous, as it is only an occasional unique encounter.

If your campaign for whatever reason prominently features space, or even is entirely based in space, you can afford to make space related rules much more relevant because this is a primary feature of the campaign. However, you likely want to make space easier to navigate and survive. After all, the players will be spending a lot of time there.

Getting to Space

On short notice, most campaigns will only have 2 potential routes to getting an Evangelion in space: via rocket or via Dirac.

Rocket: There are a number of subtle variations on this theme, from having the Evangelion(s) be stored inside of a massive rocket and transported that way, to having the Evangelion hug a missile and hope for the best. They all come down to the basic premise of using standard rocketry to move the Evangelion into space.

While reliable, there is still much that can go wrong with this process, especially given that for the majority of the launch and travel the rocket, and the Eva's it carries, are totally vulnerable to Angelic attack. Given that the usual purpose of getting an Evangelion into space is to fight an orbital Angel, that Angel may well attempt to stop Nerv from acting against it.

Dirac: If you have an AT Tactician in the party, it is likely that they can be used to transport one or more Evangelions via Dirac Sea into Earth orbit. If for whatever reason this is not within the players abilities to manage, you can potentially use the Magi supercomputer system to plot a specific AT Field manipulation to make the trip possible. This opens up the possibility of reaching orbit in this manner, without making it so convenient that you need worry about the players zapping themselves across the planet on a whim. With a spent IOU: R&D, however, a GM might allow the players a one way trip through the Dirac to some distant planet.

Other methods of getting Evangelions into space are certainly possible, but would require unique equipment specific to your scenario. For example, if the Evangelions are expected to go into Earth orbit on a regular basis, Nerv might build a massive Railgun installation designed to fire the Evangelions into space, as a scaled up version of the launch rails used to deploy Evangelions to the surface from the Geofront. Or, if you need your Evangelions more independently capable, they could simply have the onboard equipment needed to reach escape velocity.

Zero-G Movement

In space, Newton's laws of motion are pretty unforgiving. How heavily you want to play into this problem is up to you as the GM, and what sort of encounter you want to run.

Realistic Movement: Evangelions will require specialized equipment to move in space. A complex system of thrusters attached to its armor that allows it to turn, accelerate and decelerate. Under this type of movement, the Evangelion does not so much ''move'' as it does change velocity. The Evangelion can spend a move action to move as normal, but afterwards they will continue on the in the direction they were last moving, at the same speed as they last moved. So if an Eva in space used an action this turn to move 15 dam to the left, they would continue to move 15 dam per round in that direction until they spend an action to move 15 dam to the right (coming to a complete stop), spent another move action to move faster in that direction, or used a half action to change direction but maintain speed.

AT Based Movement: If you do not want to have to deal with the headache of realistic zero gravity travel, there are other options. Traditionally, the Float AT Power is assumed to only work inside of an atmosphere, but you can rule that any Evangelion with the Float AT Power can move in any direction they see fit and come to a stop with ease. They would have perfect maneuverability in this style of movement.

You will likely want to use the large scale map rules, dealing with 1 KM squares, when working in space due to how spread out everything is.

The Merciless Void

Space is an incredibly intolerant and inhospitable environment. Even after all of the effort it takes to put something the size of an Eva into orbit, the risk is not yet over. An Evangelion, lacking the need to breathe, can survive in space for a time. However, there are some hazards that even the Evangelions are not immune to.

Space is a unique environment, and these hazards are designed to make the players feel as vulnerable as the pilots would up there alone in the black. Which hazards, and how many of them, you choose to inflict on your players depends on how much you want them to fear going into space. Be warned, however: using all of the hazards at once may make space itself more of a threat than whatever Angel they were sent up there to fight!

Overheating: In space, there is no air. This is fairly obvious, but it also means that there is no medium through which convection can transmit heat. The only way that the Evangelion can disperse body heat is through radiation, which is very inefficient. A normal human body is at risk of overheating itself to death in such a vacuum, and humans are not 40 meter tall warmachines filled with high powered electronics.

Thankfully, a combination of advanced cooling systems and heat sinks can be used to negate this problem. However, if the Evangelion takes 5 or more critical damage to the body those systems would be destroyed. Without such a cooling system, each round of activity after that imposes a cumulative -10 penalty to the Eva's Strength and Toughness as the Evangelion overheats and system integrity is compromised. If the Eva's Strength or Toughness is reduced to 0, the Evangelion becomes totally inactive and is counted as defeated. Three rounds of total inactivity,

with even primary electrical systems shut off, gives the Evangelion back 10 Strength OR 10 Toughness (player's choice).

All of that is assuming normal operating temperatures. Any time that the Evangelion is dealt damage by an Energy weapon in space, they must Test Toughness or count as if they had spent a round Overheating (-10 Strength and Toughness).

Decompression: Given that the Evangelions need not breathe, the lack of oxygen is not a problem. However, that vacuum creates an enormous pressure difference. The natural toughness of the Evangelion and the restraining armor on top of that is more than enough to keep the Evangelion's already high pressurized blood safely inside the Eva. Assuming, of course, there is not a gaping hole for the vacuum to suck the blood out through. If the Evangelion suffers any limb totally destroyed, they begin to suffer from Blood Loss (See Dark Heresy Core Rulebook p. 211).

Adrift: The lack of gravity means that anything you let go in space will float away, and runs the risk of quickly falling beyond your reach to retrieve it. Any item dropped in space is considered lost immediately, unless the player has and uses the Inertia or Kinetic Manipulation power to retrieve it, or spends a full action to retrieve it before moving out of that space.

Similarly, a Defeated Evangelion or ejected Entry Plug will also drift. Every round after defeat, if it has not been recovered by another active Evangelion, the downed Eva has a 10% chance that it drifts away from the battle. Recovering the Evangelion is as simple as a friendly Evangelion Scale unit moving into the same space at the defeated Eva and staying there. If the friendly unit afterwards leaves that space, the defeated Evangelion is at risk of being adrift again.

If the Evangelion drifts away from the battle it will take a miracle to recover it, requiring the pilot within to Burn a Fate Point to survive it like any other situation that would be certain death. If they have no Fate to Burn, the Evangelion is never recovered, the pilot trapped inside a very expensive tomb.

Debris: There is a lot of stuff up there in space, left behind by previous space missions and programs. At the speeds involved in orbital travel, even something as small as a screw can cause damage. At any time during the battle, the GM may ask a pilot to make a Perception Test to spot incoming debris. On a Failure, the pilot fails to spot the Debris in time, and suffers an impact. Modifiers on the perception test, and the damage done by the debris, vary based on what kind of debris it is:

Debris	Perception Modifier	Impact Result
Microdebris	-10	1d5 I damage
Space Junk	+0	1d10 I damage
Intact Satellite	+10	1d10+3 I damage, 1 collateral damage
Military Weapons Platform	+20	2d10+4 X, 2 collateral damage

On an impact, roll 1d100 to determine body location struck.

Special Equipment: E-Type

By all rights, the Evangelions will need some kind of special equipment to operate well in space. This could be the thruster setup required for controlled movement, an advanced coolant system to keep the Evangelion from overheating, an advanced battery back or simply protective shielding against space radiation. What equipment the Evangelion needs to survive in space is directly dependent on what movement forms and hazards you intend to make a part of your space based encounter. Regardless of what functionality you desire, it is always fulfilled by the same thing: E-Type Equipment. The included entry below is only a baseline example of what E-Type equipment would be like, and one that GMs should feel comfortable with changing to suit their needs in a campaign. For example, a campaign that intends space combat and travel to be central would do well to greatly increase the power supply and movement capacity.

E Type equipment costs 15 Surplus per set. This follows all of the normal rules of Letter Type equipment, including having access by default to 1 free set of Prototype and Test Type versions.

E-Type

The E-Type equipment is, quite simply, a modification of the D-Type equipment made to maneuver in zero gravity. While worn, the Evangelion is protected from all of the hazards of space, though the D-Type's enviable energy-reflective coating was regrettably removed to make way for an advanced anti-radiation layer designed to allow the Eva to operate even during a powerful solar flare.

Each section of the E-Type equipment is individually pressurized and protected, preventing a single breach from compromising the entire suit. While the E-Type Equipment is in place, the Entry Plug may not launch for any reason.

The E-Type equipment takes advantage of its intended low-gravity environment to attach additional batteries to the Eva's back. The Evangelion may operate for a total of 20 rounds of full activity without an Umbilical (which it is unlikely to have access to in space) though the Eva has considerably less actual fuel for movement.

For movement in space, the E-Type equipment is outfitted with a system of thrusters, allowing it to affect its movement for 10 rounds worth of actions. So 10 full action movements, 20 half action movements, or mix between the two spread out over however many rounds you please.

Prototype: The E-Prototype was designed simply to support the Evangelion in orbit, with little development in its more practical aspects. This version of the E-Type has a smaller battery which only allows for 15 rounds of operation, and enough fuel for 3 rounds worth of movement changes. In addition, its radiation shielding is sub-par, and a solar flare or similarly powerful radiation burst can stun the Eva for 1d5 rounds.

Test Type: As the fully researched type, but only carries enough fuel for 6 rounds worth of movement changes.

PERSONAL ARMORY

Given the presence of the Unsung Heroes Scenario and the looming threat of terrorist or Angelspawn attack, it is worthwhile to have an available listing of personal scale equipment. It should be noted, however, that pilot characters do not have proficiency with any of the below. This is not an accident or an omission. They are children, and children are not adept with military grade firearms.

Unlike in Dark Heresy, the availabilities and costs for this equipment are not listed. Personal Scale combat happens so rarely that availability to these weapons is purely on a plot basis. If this armory is deemed insufficient for your purposes, feel free to delve into the weapons, armor and equipment provided by Dark Heresy itself.

Weapons

Name	Class	Range	RoF	Damage	Pen	Clip	Rld	Special
Nerv Sidearm	Pistol	30m	S/2/-	1d10+4 I	0	12	Full	Reliable
Nerv Submachine Gun	Basic	60m	S/3/5	1d10+5 I	2	20	Full	Reliable
NTU Assault Rifle	Basic	80m	S/4/6	1d10+6 I	2	30	Full	Reliable
NTU Sidearm	Pistol	40m	S/2/-	1d10+5 I	1	12	Full	Proven(3)
NTU Flamethrower	Basic	20 m	S/-/-	1d10+6 E	6	5	2Full	Flame
NTU Sniper Rifle	Basic	350m	S/-/-	1d10+6 I	4	12	Full	Accurate
NTU Chain gun	Heavy	60m	-/3/9	2d10+2 I	1	90	2Full	Inaccurate
NTU Rocket Launcher	Heavy	150m	S/-/-	6d10 X	4	2	Full	Blast(6)
NTU Shotgun	Basic	30m	S/2/-	1d10+6 I	3	8	Full	Scatter
UN Sidearm	Pistol	30m	S/2/-	1d10+5 I	1	12	Full	
UN Assault Rifle	Basic	60m	S/4/6	1d10+5 I	1	30	Full	Reliable
UN Grenade Launcher	Basic	30 m	S/-/-	2d10+2 I	3	6	2Full	Blast(4)

Armor

Name	Locations Covered	AP
Plugsuit	Arms, Body, Legs	2
Flak Vest	Body	3
Tactical Armor	Arms, Body, Legs	6
Tactical Helmet	Head	2

Danger in Person

Untrained Insurgent

Due to the ad hoc nature of many low level resistance movements, many supporters of the movement have little to no actual combat training. These individuals believe in the cause, but could never be expected to go toe to toe with a trained soldier. Even so, many are willing to do just that if ordered.

Untrained Insurgent Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
25	35	30	30	30	25	30	30	30

Movement: 3/6/9/18   **Wounds:** 8

Skills: Speak Language (any one), Awareness (Per), Common Lore (Local)

Talents: None

Armor: None

Weapons: Handgun (30 m; S/2/-; 1d10+4 I; Pen 0; Clip 12; Reload Full; Reliable), Improvised Weapon (1d10+3 I; primitive)

Gear: None

Terrorist Cell Member

Whether they have received formal training or not, these terrorists are armed and dangerous. Often working in small groups, they work in conjunction with other terrorist cells to deal the most damage possible while exposing themselves only as much as is necessary.

Terrorist Cell Member Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
45	65	30	30	30	30	30	30	30

Movement: 3/6/9/18   **Wounds:** 11

Skills: Acrobatics (Ag), Awareness (Per), Common Lore (any one), Intimidate(S), Speak Language (any one), Security (Per) +10

Talents: Weapon Training(Basic), Iron Jaw, Talented (Intimidate)

Armor: Flak Vest (Body 3)

Weapons: Assault Rifle (60; S/3/6; 1d10+5; Pen 0; Clip 20; Reload Full), Pistol Sidearm (30 m; S/2/-; 1d10+4 I; Pen 0; Clip 12; Reload Full; Reliable)

Gear: 1 Sidearm Pistol clip, Radio

Terrorist Cell Leader

Under normal circumstances, an angry and armed populace would never have the focus and intelligence for large scale logistical operation. The individuals who see this potential and put it to use are far more dangerous than the gun toting insurgents they command. Intelligent, brutal, charismatic or some combination of the three, a Terrorist Cell Leader is the real enemy hiding behind the score of extremists they command.

Terrorist Cell Leader Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
35	35	30	30	30	35	30	35	45

Movement: 3/6/9/18   **Wounds:** 9
Skills: Carouse (T), Charm (Fel) (+10), Interrogation (WP), Scrutiny (Per) (+10), Speak Language (any one)
Talents: Weapon Training(Pistol),
Armor: Flak Vest (Body 3)
Weapons: Compact Pistol (15 m; S/s/-; 1d10+3 I; Pen 0; Clip 6; Reload Full; Reliable)
Gear: 1 Compact Pistol clip

UN Special Forces

A step above the normal UN grunt, the UN Special Forces are highly trained and well equipped for their job. And that job is to do whatever the UN tells them to do, as efficiently as possible, no questions asked.

UN Special Forces Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
55	75	45	45	40	30	35	30	30

Movement: 3/6/9/18   **Wounds:** 10
Skills: Awareness(Per), Climb (S), Common Lore (UN), Intimidate (S), Speak Language (English)
Talents: Basic Weapon training (General), Pistol Weapon Training (General), Disarm, Takedown
Armor: Tactical Armor (Head 2, Arms 6, Body 6, Legs 6)
Weapons: UN Assault Rifle (60 m; S/4/6; 1d10+5; Pen 1; Clip 30; Reload Full; Reliable) or UN Grenade Launcher (30 m; S/-/-; 2d10+1; Pen 3; Clip 6; reload full; Blast(4)), Pistol Sidearm (30 m; S/2/-; 1d10+5 I; Pen 0; Clip 12; Reload Full)
Gear: 2 UN Assault Rifle clips or 1 UN Grenade Launcher clip, 1 Sidearm Pistol clip, Radio, Flashlight

Military Grunt

A nondescript soldier that could belong to the military organization of virtually any government.

Military Grunt Forces Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
35	45	30	30	30	30	35	30	30

Movement: 3/6/9/18   **Wounds:** 8
Skills: Awareness(Per), Climb (S), Speak Language (English)
Talents: Basic Weapon training (General), Pistol Weapon Training (General)
Armor: Flak Armor (Head 2, Arms 3, Body 3, Legs 3)
Weapons: Assault Rifle (60 m; S/4/6; 1d10+4; Pen 1; Clip 30; Reload Full;), Pistol Sidearm (30 m; S/2/-; 1d10+3 I; Pen 0; Clip 12; Reload Full)
Gear: 2 Assault Rifle clips, 1 Sidearm Pistol clip, Radio, Flashlight

Section 2 Special Agent

The men in black who stake the Base of Operations, it is the job of Nerv internal security to be everywhere and hear everything. Often, important individuals like the pilots will have a whole team of Special Agents dedicated to following them and keeping them safe without ever letting their presence be known.

Section 2 Special Agent Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
50	60	30	45	45	40	38	30	32

Movement: 3/6/9/18   **Wounds:** 10
Skills: Awareness (Per), Concealment (Ag), Dodge (Ag), Drive (Automobile) (Ag), Interrogation (WP), Security (Ag), Shadowing (Ag) +10, Silent Moves (Ag), Speak Language (English)
Talents: Weapon Training(Pistol), Iron Jaw, Takedown, Unremarkable
Armor: Concealed Vest (Body 2)
Weapons: Pistol Sidearm (30 m; S/2/-; 1d10+4 I; Pen 0; Clip 12; Reload Full; Reliable)
Gear: Nerv ID, 1 Sidearm Pistol clip, Radio

Angelspawn

Sometimes, one of the smaller Angelspawn generated during an Angel attack might be encountered in personal scale. While almost insignificant from the point of view of an entry plug, from the perspective of those on the ground even a miniscule Angelspawn is large, dangerous, and likely not alone.

Thankfully, such encounters are likely only to happen once, if ever, in a campaign. However, with all the other preparation that a GM needs to go through to prepare a battle against an Angelspawn-generating foe, they might find the extra task of creating a second set of stats for the Angelspawn in personal scale exceedingly tedious. Sample, generic Angelspawn of both miniscule and puny varieties are provided below, lacking descriptive text entirely and fit to be easily modified into whatever form fits the GM's encounter best.

Angelspawn (Eva scale miniscule) Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel	LS
65	20	40	35	35	25	30	30	10	0

Movement: 3/6/9/18   **Wounds:** 10
Skills: Awareness (Per)
Talents: Furious Assault, Fearless
Traits: From Beyond, Unnatural Toughness (TB 6)
Armor: N/A
Weapons: Melee attack (1d10+4)

Angelspawn (Eva scale puny) Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel	LS
85	30	40	50	30	30	30	30	10	20

Movement: 3/6/9/18   **Wounds:** 35
Skills: Awareness (Per) (+20)
Talents: Sprint, Fearless, Lightening Attack
Traits: From Beyond, Unnatural Toughness (TB 10), Size (Enormous), Unnatural Strength (SB 8)
Armor: 4 all
Weapons: Melee attack (1d10+8, Pen 2)

Ambivalence

Game Masters are the be all and end all in adjudication of the rules of the game, and as such it is common for certain adjustments to be made from the core rules. Be careful doing this though, as Adeptus Evangelion was developed with the rules its core contains in mind. Below are some examples of house rules that have been used in Adeptus Evangelion games, and reasoning behind their use.

Everyone randomly generates their Evangelions, then is free to trade them between each other.

This allows players to create a pool of available Evangelions, and then decide who would benefit most from each Evangelion. This gives the players more control over what kind of Evangelion they have, while still feeling like the Evangelion is a separate entity not designed to the whims of the pilot.

The Base and its Commander provide a minor mechanical bonus similar to an OD.

In a campaign where base switching is a possibility, or the commander being away during a battle is intended to be significant, this will cause players to appreciate the commander's presence to a greater degree when they realize just what they lose without them.

Removal of power supply considerations.

This eases book keeping greatly, though it also removes a core component of the Evangelion experience. Though, if you plan on your Evangelions deploying in the field far more than they do at the Base of Operations, the change may be justified given the constant lack of handy umbilical cables.

Critical successes do the impossible. So do critical failures.

For less serious games, having absurd effects beyond the conventional mechanics occur on roll results of 1 and 100 (in and against the player's favor respectively) can add an additional degree of chance to proceedings.

Burn a Fate Point to die in a blaze of glory instead of living for another day.

If forced into a position where they would be killed or otherwise taken out of the fight, the player may choose to burn a Fate Point to go out in a blaze of glory. The GM should make sure that the player is totally aware of the consequences of their action, as there is no going back once the fate point has been burnt. The Player may choose to be counted as Berserk in any way that would benefit them, and may use any effect available to them by spending a fate point once per turn for free. The character may not be killed or otherwise taken out of the fight for a number of rounds equal to their Toughness Bonus. However, at the end of this time, the character is permanently and irrevocably removed from play. This could involve them succumbing to their wounds, their Evangelion exploding, or the pilot dissolving into LCL never to return. This is something that only the player can choose to do, likely because of either the direness of the situation or because they feel this is a fitting end to their character arc.

Genre points that allow character-specific bonuses when spent.

Another feature of less gritty games are additional non-XP rewards. Examples include rewarding players with one or more conditional Fate Points for very specific purposes as a reward for achieving particular benchmarks during a battle and quirky (perhaps even oblique or bizarre) abilities for use during Life on the Ground for good roleplaying. Since roleplay is specific to the character in question, so is the reward.

Phase Space

- ▸ **Action**
- ▸ **Comedy**
- ▸ **Drama**
- ▸ **Horror**

Phase Space

When running a game of Adeptus Evangelion, sometimes you are stumped for ideas. Or maybe you just want to run something as a side story that departs from the normal tone of your game to either lighten the mood or ramp up the action. Maybe you don't even have any plans at all yet, and you are just looking for some inspiration. This chapter is included to act as a muse to stuck or whimsical Game Masters.

This chapter contains a number of fleshed out scenarios that you can inflict upon your player, divided into 4 categories: Action, Comedy, Drama and Horror. Each of them has some level of unique mechanical support for it, as well as room and advice on how to alter it to suit your tastes. Nothing in this chapter should be taken as a ''but thou must'', only as friendly advice passed from GMs of the past to GMs of the future.

So put your feet up, have a read, think creatively, and above all else have fun.

Action

You can't have Adeptus Evangelion without the eponymous cyborgs fighting giant alien monsters while armed with experimental equipment designed to defeat mankind's foes as much as it is to keep the very units that use it in check.

However, not all enemies are Angels. Man's worst enemy is often himself, and there are many, many reasons your players could end up facing a variety of threats that are much more familiar in origin than the bizarre Angels.

The three Scenarios in this section focus on facing enemies of a human origin, either as E-Scale threats or as the more innocuous P-Scale enemies that everyone who watched End of Evangelion expects to show up at some point.

Operation Thunderdome: Sometimes people just want to see giant robots smacking each other with comically oversized and perhaps suggestive weaponry. You can use this to make some small bets on the side, maybe settle a personal dispute with those presumptuous jerks from Berlin, or to blatantly gather information on all those you plan to betray later. What matters is that this is your Tournament Arc.

Storm the Front: Someone wants to see you and your friends dead, and they're not joking around. They will invade the Base of Operations and, if given enough time, the Geofront itself. Their objective is no less than assaulting the command deck and leaving no high-ranking member of Nerv alive. Can the pilots deal with any distractions and then help with the situation inside in time?

Unsung Heroes: The situation has grown beyond what a bunch of kids and their glorified babysitter can handle. It is time for Nerv to send in someone more experienced in these matters. The players take leave of the Evangelion scale conflict and take up control of a Nerv Tactical Unit, sent on a special assignment. This provides for a break from normal play to show the players something that your pilots would never see…

Operation Thunderdome

In this abnormally-long lull between Angelic incursions, the constant infighting and bickering over which unit is best and who could beat who has led to significant anger in Nerv command.

Having decided that "This crap ends now," they have organized the Evangelion Virtual Tournament as the solution. The misleadingly-titled event takes advantage of this temporary acceptance of Eva on Eva violence to simply have them beat the absolute crap out of each other. One way or another, somebody will be crowned the Champion.

The Tournament includes three events, the Branch Battle, the Thunderdome Challenge, and the Last Man Standing. In the interests of fairness, Evangelions are limited to standard gear only, plus any purchased upgrades, and may not use experimental or "loaner" weaponry or equipment.

Actually running all three events (or every fight in an event) will be enormously time-consuming. There is no need to actually run a fight unless a player is involved in it, and an arbitrarily-determined result that is more-or-less balanced for the next fight is entirely acceptable. If time is a concern, stick to running one event instead of two or, God forbid, all three.

The Branch Battle consists of each Branch fighting each other Branch once. Branches with more Evangelions than other competitors will have their pilots a match selected at random. Since the tournament is virtual, all Evas begin a fight with their wounds at maximum and fully stocked in terms of ammunition and weaponry.

The battle occurs on a 50dam x 50dam area of City terrain, with each team starting in opposed corners and armed with whatever equipment they would be normally allowed to deploy with. Umbilical Ports and Supply Caches for both teams should be spread liberally throughout the arena. The Evangelions are deployed unattached to external power, and are thus running on their own operational time unless they fix this problem themselves.

The fight goes to a maximum of ten rounds, making the consideration of whether or not to bother with those damn Umbilical Cables a relevant one. Teams get two points for each Evangelion defeated on the opposing team, minus one point for each Evangelion defeated on their team. Draws count as losses for both teams but points are calculated normally. Teams may get negative points from a fight.

The titular Thunderdome Challenge instead pits every Pilot alone against each other in a tournament ladder. Seeding should be determined by what would make for an interesting match.

The Evangelions enter the Thunderdome Challenge armed, unattached and in top condition as in the Branch Battle, but will only have one magazine of ammunition and their own internal battery replenished between fights, losing single-use weaponry and keeping damage inflicted until the event is over.

If an Evangelion is no longer capable of fighting after achieving a victory, it is disqualified from the event. Battles occur in a 10d m radius ring, with players starting on opposite sides. Leaving the ring leads to a forfeit. Battles go for ten rounds or to defeat, and if time expires the EVA that took the least damage in that fight wins.

Finally, the Last Man Standing pits the entire mass of Pilots and their Evangelions against each other at once. The Evangelions all deploy with the usual armaments and infinite rounds of power; the fight simply continues until only one Evangelion remains active.

In this last case, the battlefield is a 250dam by 500dam pit sunken 10dam into the ground, consisting of City terrain and dotted with numerous Supply Caches. The last Evangelion to remain active is titled the Last Man Standing, and gains the right to tell everyone else where to stick their theoretical Evangelion fights and have them stay stuck.

The Branch Battle earns the entire winning team one weapon each of their choice that is treated as a ''Good Quality'' weapon under Dark Heresy rules. This lasts until the players suffer a battle in which they gain more than 35 Collateral damage, after which Nerv can no longer afford such extravagance.

The winner of the Last Man Standing and Thunderdome challenges gets a single BUP, SUP OR WUP as a reward for their tenacious killing power, as well as a plaque commemorating their victory and a reserved parking spot in the parking lot close to the elevator. Second runner up and so forth earns nothing for their virtual trouble.

No surplus is ever awarded to the winning Branch for any event as the programming of the simulator has already doomed several small countries to starve for months.

Other details, such as the participation of the one or more Operations Directors in particular events, the utilization of collateral damage as a scoring mechanic, whether or not various support structures may contain rigged traps instead of weapons or power, and the potential amount of programming bugs the simulator could have (with a curious certain bias against Berserking), are left up to the GM to decide for their particular E.V.A. Tournament.

Storm the Front

You've finally crossed the line, and a strike force has been dispatched to wipe your installation from the face of the Earth. You don't know what you did or who they are, but it doesn't matter. All you need to do is kill every last one of them if you hope to survive until tomorrow. Completely unlike an Angel attack, an invasion by a group of humans is something your players will be unused to and may pose them a far greater threat. Instead of one extremely potent but relatively unintelligent enemy, you have dozens or even hundreds of individually weak threats, incapable of much harm to an EVA alone, who are damned good at killing people and have a coherent strategy. Suddenly, raw firepower doesn't mean as much as fire control and choosing when and where to fight could mean the difference between your victory and Nerv's annihilation.

This Scenario presents three different scales of attack, dubbed Threat Scale, each with a difficulty appropriate for different levels of campaign and the intended challenge of your subcampaign. Each scene will tell you how many forces Nerv faces, how the attack will proceed, and the kinds of forces involved. Each scenario also involves a Tactical Support, to be rolled or chosen in advance, which will inform much of the enemy group's strategy. Whatever the manner of attack and forces present, they will all have one goal: to take control of the Geofront and kill every Nerv employee and pilot in their way.

Although the soldier still remains the fundamental basis for projecting military might, the evolution of military technology has seen the higher orders of sheer firepower steadily dwarf the significance of one armed man in a true firefight. Boots on the ground may win wars, but the sheer scale at which firepower can be projected has rapidly marginalized the use of the soldier in the simple task of killing as many foes as efficiently as possible. Infantry are so comprehensively outclassed by Evangelion-class foes that there is literally no number or quality of soldiers that can provide meaningful resistance.

But for every new weapon, there is a new weakness. Though an Evangelion may be utterly indestructible to small arms, the vast array of support infrastructure needed to sustain one is not. Massed attacks or guerilla raids can bypass the formidable firepower of an Evangelion, and strike the vulnerable support elements behind, leaving the main target dangerously vulnerable.

Because of the sheer scale of EVA combat, individual soldiers are all-but irrelevant. Instead, they form units, groups of individual soldiers operating as a single enemy. The small size of individuals, the number of members in a unit, and the need to kill or incapacitate most to put it out of action, gives all units the Swarm trait and Size – Very Small. However, the sheer fragility of individuals in the face of E-scale weapons fire means that they only have an amount of Wounds equal to the number of soldiers in the unit, and on being critically damaged are instantly destroyed. Though individual members may have survived, they are too busy dealing with the wounded and dead to continue fighting as a proper unit, and their manpower is too reduced for their unique abilities to properly function. Infantry units generally have 0 AP and do not reduce damage from any TB they would have, given the impossibility of making personal armor or having a musculature capable of withstanding E-scale weaponry.

Similarly, small arms are effectively irrelevant at E-scale, where something like an artillery barrage is a nuisance to most foes. As such, Infantry units have no E-scale armament. Some soldiers, though, are equipped with special weaponry that is capable of harming, or at least distracting, E-scale opponents. Given the special circumstances each of these weapons requires to use, they instead appear under a unit's Talents.

Since combat knives and martial arts are no use against steel plating and walking WMDs, Infantry units may not make melee attacks against any E-scale adversary except other Infantry units, but they may cut any Umbilical Cable in melee range as a Full Action.

Finally, infantry units can readily make the transition from P-scale to E-scale. To go from E-scale to P-scale, a unit Reverts. The unit is dissolved into a number and type of foe as indicated on their profile. If all the individual members of a unit are within 1 dam of each other again, they may Form Up. If they do, they become the unit they originally were on their profile. Fighting as a soldier on an E-scale battlefield takes specific training and great teamwork. Only individuals who Reverted from units may Form Up, and an individual can only Form Up with their own unit.

There are an infinite variety of possible units, but in nearly all cases, one of the following profiles will be sufficient. These categories also constrain the level of Talents a unit may have access to based on the level of expense, skill and training the Talent represents. Taking Talents above normal tiers should only be done where there is a clear in-game justification for it, and it is no coincidence there are three Threat Scales and three categories of Units.

CONSCRIPT

The catch-all term for cheap and expendable troops, Conscripts are a broad category. They can be reserve forces, raw recruits, citizen militias, organized mobs, or cult fanatics. Their only real unifying features are having little if any training, no combat experience, and being poorly equipped.

Conscript-class units' only real military use is to add sheer weight of numbers to an attack, and as such they only have access to Tier 1 Talents. The possibility of them having superior levels of training is rare at best.

Conscript Unit Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
25	20	30	30	30	25	30	30	30

Wounds: 10
Movement: 3/6/9/18
Skills: Speak Language (any one), Awareness (Per), Common Lore (Local)
Talents: One Tier 1 Unit Talent
Traits: Swarm, Very Small, Revert (10 Untrained Insurgents)
Armor: None
Gear: Sidearms, Improvised Weapons.

INFANTRY

Skilled combatants possessed of solid training or plentiful experience, Infantry are the 'boots on the ground' in any conflict. They are trained soldiers with some combat experience, veteran militiamen, the best graduates of less-legal training programs, skilled paramilitary agents, or just people with an unusual talent for war. They are well-armed and know how to use their weaponry, have the skills a real soldier needs, and in the best cases, have been tested in the crucible of real combat.

Infantry are an investment for any agency, and as such have access to some specialized training and equipment. They have access to Tier 2 Talents. Operational realities and resources required mean that they're only likely to receive Tier 3 training if they're backup for units of higher tier.

Infantry Unit Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
35	35	35	35	30	30	35	35	30

Wounds: 10
Movement: 3/6/9/18
Skills: Speak Language (any one), Awareness (Per), Climb (S), Common Lore (War), Drive (Heavy) (Ag)
Talents: Pistol Weapon Training(General), Basic Weapon Training (General), Disarm, Takedown, Fire and Movement, Dig in, Two Tier 2 Talents
Traits: Swarm, Very Small, Revert (10 Soldiers)
Armor: None
Gear: UN Assault Rifles, Pistol Sidearms, Radio

COMMANDO

To be an elite combatant, it is not enough to just have the best training available and years of combat experience, you also have to have that spark of murderous ingenuity that just makes you better. Commandos are a catch-all term, and include most Special Forces soldiers, the highest order of paramilitary agents, and those rare individuals who are just very, very good at killing on command.

They have a near-comprehensive proficiency with all common military equipment, years or even decades of experience in using it, and a level of tactical initiative that is near-superhuman.

They are enormously valuable assets to their parent agencies, and are always the first to get any specialist training or equipment. They have access to the best of the best Talents around.

Commando Unit Profile								
WS	BS	S	T	Ag	Int	Per	WP	Fel
45	45	35	35	35	30	40	45	30

Wounds: 10
Movement: 3/6/9/18
Skills: Awareness(Per), Climb (S), Intimidate (S), Speak Language (English), Common Lore(War), Drive (Heavy) (Ag)
Talents: Basic Weapon Training (General), Pistol Weapon Training (General), Heavy Weapon Training (General), Disarm, Takedown, Fire and Movement, Dig In, Paratrooper, Two Tier 3 Talents and one Tier 2 Talent.
Traits: Swarm, Very Small, Revert (10 UN Special Forces)
Armor: None
Gear: UN Assault Rifles, UN Grenade Launchers, Pistol Sidearms, Radio, Flashlight
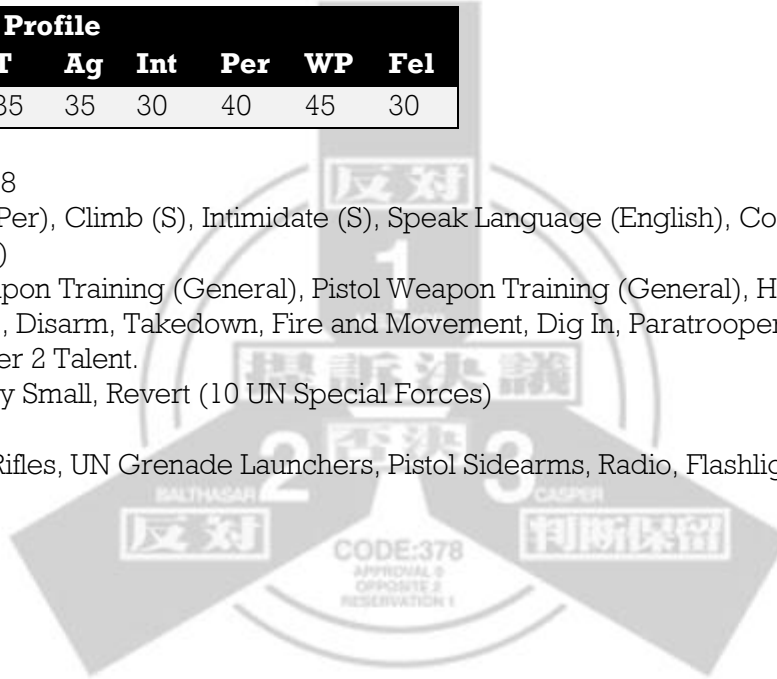
General Talents

Fire and Movement: A unit of well-trained soldiers, due to its size, is capable of a level of tactical stealth completely beyond that of any other E-scale adversary. Anything attempting to fire on this single Unit at E-scale must first pass an Awareness test at -10 if the Unit has moved or used an offensive Talent that turn, at -20 if it has done neither, and no penalty if it has done both.

Dig In: Experienced soldiers are capable of quickly fortifying their position by moving to harder cover, digging shell-scrapes, and concealing their tracks. Given a full round to prepare their position, the soldiers may gain a protective bonus of 1 AP in open terrain, 2 AP in light cover (such as a normal building or a wooded area) or 3 AP in a heavily fortified location (all armor values are for E Scale purposes). In addition, when Dug In the soldiers add an additional penalty of -10 to Awareness tests made to locate them.

Paratrooper: Some soldiers are trained in parachute operations, and in a modern age of brief conflicts worlds away, the Talent to put boots on the ground anywhere in the world in less than a day is very valuable. Units with the Paratrooper Talent always begin play in a location of their choice. If any unit lands on particularly rough terrain and the injuries sustained in the drop would be enough to render them combat- ineffective, this reduces the maximum Wounds of the unit as appropriate.

Tier 1 Talents

Terror Tactics: This unit is comprised of fanatics trained in tactics of intimidation. Judicious use of costuming, building a gruesome reputation, taking hostages, or even proudly displaying dismembered body parts, any tactic is fair game if it leaves a psychological mark. The members of this unit gain Fear (1) when Reverted.

This obviously only works against targets of their own scale.

Violent Resistance: Familiarized with riot tactics, this unit may not be capable of damaging E-scale foes, but it is certainly capable of making a massive encumbrance of itself. This unit may test BS against any group of enemies within 1 dam as a Full Action. If successful, that unit is stunned for 1 round as nets, lines, glue, and buckets of odious liquid make any action impossible. This talent may not be used against something the size of an Evangelion, against whom such tactics are laughable.

Contingency: While traditional weaponry may not be effective against E-scale foes, more audacious plans have met with some success. This unit is equipped with a deadly combination of suicidal fanaticism and high-explosives powerful enough to damage nearly any foe. This unit may declare the use of this Talent against any foe in melee range. If it does, the unit is completely destroyed and inflicts one point of Explosive damage.

This attack ignores TB and AP, as protective measures are defeated by suicidal ingenuity. Foes with 5 or more points of AP are altogether harder to hurt in this way, and this talent instead inflicts a penalty of -1 AP until the armor is repaired at the cost of 1 collateral damage.

Professional: Some forces below the standard of Infantry are nonetheless far more capable than the great mass of Conscript-class foes. With a measure of real training or some actual combat experience behind them, these soldiers are also better equipped, though still lacking in firepower. This talent grants the Fire and Movement and Dig In talents, and a +10 bonus to all Tests for the unit and its Reverted members. Reverted members of this unit also have Assault Rifles.

Fearless Leader: For the undisciplined, a little leadership goes a long way. Whether it be a military officer, a local war veteran, or a cult's leader, units with this talent are led by a man of particular resources with the intelligence or charisma to make them more than mere rabble. This Unit is immune to the effects of Fear and Pinning, and on Reverting, one Untrained Insurgent profile is replaced by a Terrorist Cell Member profile.

Tier 2 Talents

Shock Trooper: This unit operates not with subtlety, but with the application of the sheer immediacy of force. Using specialist training and equipment, they hit the enemy so fast that they never have the time to gather a coherent response. This unit has Fear (1) and a +4 bonus on Initiative rolls. This obviously only works against targets of their own scale.

Interference Tower: It is a real question as to how they got this sort of equipment, and from whom. But somehow the enemy unit has acquired the means to jam the Evangelion's synchronization signal. Maybe it targets the onboard circuitry, or broadcasts an elaborate computer virus. Regards of what the tower does, it takes a half action to set up. Once online, the jammer affects all Evangelions within 10 dam, and treats them as being 1 category lower on the Synch Ratio table for as long as they remain inside the area of effect, and 1d5 rounds afterward. Multiple such towers do not stack against the same Evangelion.

Swarm Mine: Though the A.T. field makes an Evangelion all-but invincible, bypassing it makes it possible, albeit unlikely, to inflict real damage. Using bulky, low-velocity rocket launchers, a soldier can fire a small adhesive thermite charge onto the outside of an Evangelion-class foe's armor as a Half Action.

These potent charges are so small and travel at such slow speeds that they can easily pass through an AT field unnoticed, though they require the Unit to be at Melee range. For every successful 'hit' with the Swarm Mine attack, 1d5 Charges are attached to the struck limb. When triggered as a Half Action, the synchronized explosions deal an amount of Explosive damage equal to 1d10, pen 3. This attack gains an extra 1 damage and 1 pen for every 2 mines after the first attached at the time of explosion.

Even without an A.T. Field's protection, an Evangelion is still effectively a walking battleship, and to bring one down with handheld weaponry takes tactical audacity and one hell of a fighting force. Each round that the team of soldiers spends attaching these, have the pilot test Awareness with a - 30 penalty to notice. A foe who has noticed the Unit, and possess an A.T. Field, may effortlessly disable the charges by expending 1 ATP as a Free Action, and further Swarm Mines cannot be successfully used against them for the rest of the encounter so long as their A.T. Field remains spread.

Hardened: This unit is a cut above regular infantry, whether due to better training, superior equipment, or hard-won experience. Their superior quality manifests itself in a +10 bonus to all tests for the unit and its Reverted members. In addition, three Reverted members have either the Soldier or Specialist profile from Unsung Heroes.

Command Element: Critical to the success of this operation, this unit is led by a particularly talented commander, usually a talented and respected officer or a near-legendary war hero. The unit is immune to the effects of Fear and Pinning thanks to inspiring leadership. When Reverting, one member has the UN Special Forces profile with the Litany of Hate (Nerv) Talent.

Tier 3 Talents

Sweeper: Comprised of elite soldiers with lightning reflexes and trained specifically in building clearance and hostage scenarios, this unit is capable of striking with such immediacy of force that enemy soldiers are simply incapable of providing any effective resistance. Reverted members have Fear (1), receive a +4 bonus on Initiative rolls, and gain the ability to inflict Righteous Furies as if they were PCs.

Heavy Sniper: Elite snipers operating in E-scale environments use enormously powerful anti-tank weaponry, capable of damaging even an EVA with a sufficiently well-placed shot.

A unit with this talent may, as a Half Action, fire with a special weapon that has a range of 15 dam. On a success, the enemy receives 1 point of Impact damage that ignores TB and AP, punching through weak spots in the armor. If the target is of Evangelion size, this ability will inflict a penalty of -1 to AP (as in Contingency) instead.

 Careful spotting allows snipers to become increasingly accurate over time. Due to near-superhuman covert skills, a unit with this Talent never counts as moving or shooting for the effects of Fire and Movement.

Sapper: Armed with high explosives and an incredible grasp of trap-setting, any unit with this Talent may, as a Full Action, attack one E-scale adversary within melee range. This will destroy Tanks or targets of lesser size than an Evangelion, but deal no damage against the real thing. Sappers can turn the size of such enemies against them, however, by climbing onto a target to attack it at its weakest points.

To do so, the unit spends a Full Action. The Evangelion will take a cumulative -5 penalty to Agility every round that the Sappers remain attached, as precision charges are set and detonated where they are most effective. In addition, after the penalty has been applied each round the Eva must Test Agility or fall prone. A.T. Fields and like Talents give no defense against this as the sappers attack from inside the field.

The effect ends if the Evangelion takes a hit from a weapon or Talent with a blast radius, if the target spends 2 ATP as a Half Action to focus its AT field on countering the attackers, or simply spends a Full Action to shake them off. In either case, the infantry unit is killed, crushed against the armor, or falling to its death.

Operator: These soldiers are the ones other Special Forces soldiers speak of with awe. Decades of training and combat experience are not enough to make the Operator; they must be one of the rare individuals 'blessed' with a truly frightening proficiency at taking human life. A unit with this Talent consists of soldiers whose skills blur the line between human and superhuman, and the unit and its reverted members get +10 to all tests. The Operator's talent to perform the impossible also earns it a single Fate point, which if unspent on Reverting, becomes a shared fate point between all members.

Tactical Support: In truly critical missions, the supreme initiative of the elite soldier is simply insufficient. Where this is the case, the members of a unit will receive the support of a Control Group, talented officers and agents with files on every last detail of intelligence on the mission and access to every subject matter expert in the organization. A unit with this Talent is trained in up to five Skills of the GM's choice. Furthermore, video, thermal, electromagnetic cameras mounted on the team's rigs make it almost impossible to catch the unit by surprise. This unit is immune to the effects of Fear and Pinning and they gain the Talent Hatred (Nerv). These bonuses also apply to Reverted members for as long as the unit or members can maintain radio contact with the Control Group.

Talent Combinations

The previous Talents are meant to represent the armament, tactics, and training of specific groups who could conceivably take up arms in the Evangelion world. Because they have to represent such a broad range of concepts, the default rules may lead to unsatisfying results as what you built doesn't quite match your idea. Below are some examples of Units that don't necessarily follow the guidelines presented above:

Angry Mob: Conscripts with Violent Resistance

Fanatical Terrorists: Conscripts with Contingency and Terror Tactics

Organized Terrorists: Conscripts with Fearless Leader

Mercenaries: Conscripts with Professional

Airborne Divisions: Infantry with Paratrooper and Shock Trooper

Combat Engineers: Infantry with Swarm Mines

JSSDF: Infantry with Hardened and Command Element

Guerrilla SF Teams: Commandos with Sapper and Heavy Sniper

Videogame Protagonists: Commandos with Sweeper, Operator and Tactical Support

THREAT SCALES

Terrorist Attack (Threat Scale 1): A small group of dedicated fanatics, possibly government or private agents, possibly terrorists, or even furious citizens, have found their way into your base. 5 Conscript Units serve as a distraction outside in the Base of Operations, while 1d5 additional Conscript Units attempt to enter the Geofront, entering from the main entrance. Roll on the following Support table.

Roll	Support Ability	Effect
01-15	Hostage Situation	The attackers have taken off-duty Nerv personnel hostage. They start with Nerv IDs and access passes.
16-80	Insider	The infiltrators have a man on the inside. They begin play having already broken into the Geofront but outside the main building.
81-90	Mad Bomber	In addition to being prime targets for the Contingency Talent, each Conscript Unit has one Frag Grenade.
91-00	Nightmare Fuel	Prepared well for sabotage, each Conscript Unit begins play with a single Hallucinogenic Grenade, and are very likely to also possess Terror Tactics

Guerrilla Raid (Threat Scale 2): A small force of armed, trained soldiers attack your Nerv installation, trusting in a combination of subtlety and immediate force to bypass your most powerful defenses and strike directly at your weakest points. 1d5+5 Infantry Units will use the following Support Table.

Roll	Support Ability	Effect
01-40	Sabotage	This strike has been carefully planned, and begins with the main power plant and any external power source being disrupted or destroyed for the base of operations. If all external defenses lose power in this way, all Infantry units begin next to the entrance to the Geofront.
41-95	HALO Drop	The attacking force is precision-dropped from high-altitude stealth craft, getting them into position to enter the Geofront before any warning can be issued. Each Infantry unit gains the Paratrooper ability.
96-00	Backstop	These elite soldiers are part of a particularly ruthless organization determined to maintain deniability in the operation. One of the Infantry Units is equipped with a single Micronuke. At the beginning of any turn in which there is only one Infantry Unit remaining, that enemy may detonate the Micronuke, which explodes with a diameter of 10 dam for 1d10+10 X P-Scale damage that ignores TB and AP. This has no real effect on an Evangelion, but the explosion and the radiation it releases deals 1d5+10 collateral damage.
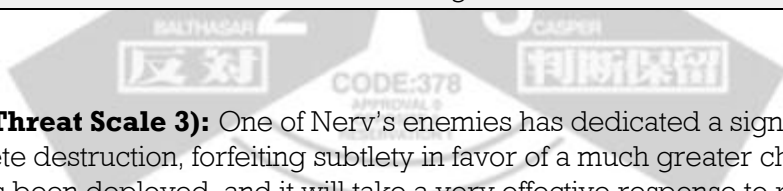
All-out Assault (Threat Scale 3): One of Nerv's enemies has dedicated a significant force towards its complete destruction, forfeiting subtlety in favor of a much greater chance of victory. A serious force has been deployed, and it will take a very effective response to repel it. The attack begins with a disruption force, with 1d5 Commando Units ready to infiltrate the Base of Operations at any given time. An additional distraction force will lead an assault detected near the Base of Operations, and the hiding Commando Units will make their move after the deployment of the Evangelions is confirmed. The lead force uses the following Support tables:

Roll	Support Ability	Effect
01-50	Strength in Numbers	10 Commando Units are noticed mobilizing in an equal number of APCs, Jeeps and Transport VTOLs.
51-80	Project Raiden	One T-RIDEN-T Kill Team spearheads the assault.
81-00	Eva vs. Eva	1d5 Evangelions attack. They can be either Mass Produced Evangelions, stolen units from other branches, or something different altogether.

Roll	Support Ability	Effect
01-45	Uplink Online	The attacking force is high-level enough to have access to an orbital weapons satellite. On request, the satellite launches a powerful kinetic impactor at any declared location open to the sky, which functions as an additional Requisition Airstrike without any delay, but may only attack once.
46-90	Last Ditch Effort	The attacking force has a single N2 Mine that deals an additional +4 Energy damage to all it strikes, even if the roll would have it deal no damage.
91-00	At the Worst Time	A judiciously-deployed jamming device has disrupted Nerv communications throughout the battlefield. All Nerv units outside the Geofront are cut off from the network, and must act on their own initiative. Furthermore, all OD Talents, barring reasonable arguments why this does not require electronic support, are disabled.

The objective of the strike force is simple, infiltrate the Geofront's main building and from there, totalize the Nerv branch. The moment a Unit enters the Nerv H.Q. Building a countdown until they get to the bridge begins; Nerv is assumed to be unprepared for this kind of attack and their resistance to such forces is meager at best. If the players have put in-game effort into preparing for such a scenario or if the OD has Talents that he could potentially justify as useful, you may allow them to slow down, stop, or outright destroy an invading Unit.

A Conscript Unit will be in position to take over H.Q. after two hours, Infantry will require one hour and a half, and Commandos can breach the base in just one hour. For every additional Unit that infiltrates the base, the time required is cut by ten minutes. If one of these Units is eliminated after the invasion has started, the time will be cut by only five minutes.

After the Eva Pilots successfully handle whatever distractions are present, they should turn an eye to help with the infestation of the main building. Barring bizarre circumstances, an Evangelion will have to break into H.Q. to destroy the remaining invaders. This causes considerable damage to the base and is regrettable, but it is far preferable to allowing the enemy to take control of H.Q. Should they be willing to inflict the necessary collateral damage, one enemy Unit may be destroyed every five minutes per Evangelion.

If any of the Pilot players have secondary characters that could prove of use in defense of the Base, such as Unsung Heroes characters, they should help the OD in the eventual case of a shootout against the (now Reverted) Unit. Contacts, Section 2 Agents, or NPCs made up on the spot could serve the same purpose.

Should the defense of the Bridge fall, words fail to describe in how much trouble the PCs will be in. No matter the scenario used, the victory conditions are simple. Kill every last one of the enemies and prevent the Bridge from being taken over. Should the players succeed, look at the following list of modifiers to assess what rewards they will get for their victory, adding or subtracting the required amount of surplus according to how they performed in regards to the scale of the attack.

PC Performance	Surplus Gained
If the Threat Scale was of 1	+5 Surplus
If the Threat Scale was of 2	+10 Surplus
If the Threat Scale was of 3	+15 Surplus
If no enemy Unit made it to the Bridge	+5 Surplus
If instead no enemy Unit broke into the main building	+10 Surplus
If instead no enemy Unit broke into the Geofront	+15 Surplus
For each enemy Unit that is destroyed breaking into the HQ building	-5 Surplus
For each N2 Strike that was ordered on the part of the players	-10 Surplus
For each Evangelion that was defeated	-15 Surplus

The UN only has funds set aside for Nerv in the case of Angel attacks, and thus the players will have to perform very well to receive any funds outside of the obligatory repairs. The worse they do, the more the UN will have to shore up expenses by taking away from Nerv's coffers to cover up for everything that the PCs broke. The only research and surplus gained is from the above chart. The players do not gain any research or surplus according to collateral damage instilled this fight, but half of that collateral damage carries over into the next Angel Encounter.

Should the players lose the bridge yet still survive by some miraculous feat, Nerv funds only the bare minimum necessary to either return everything to functional levels, or to relocate them to a new base. It goes without mention that the events of this subcampaign will likely be public knowledge soon, with all that entails for the personal lives of the PCs.
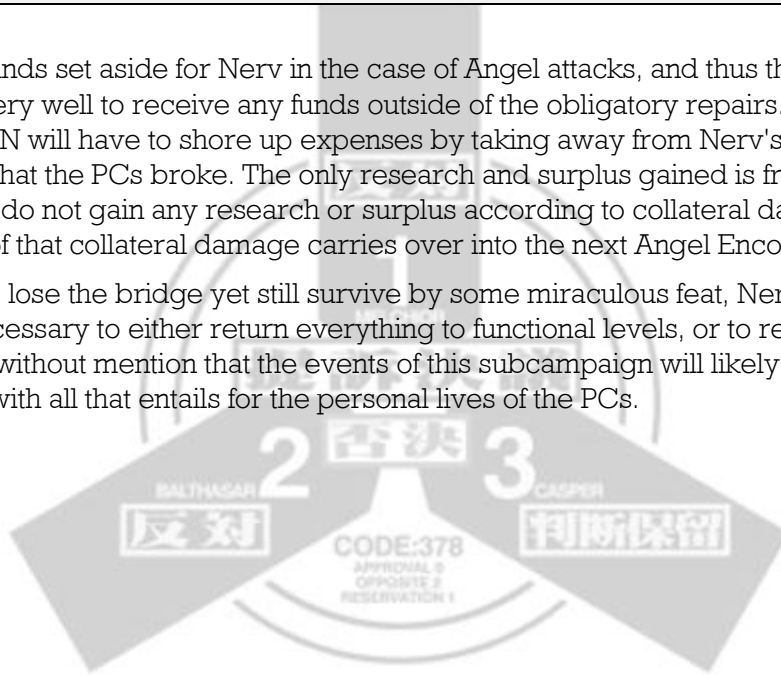
Unsung Heroes

While Evangelion Pilots are certainly the most visible, they are far from the only ones doing their best to protect humanity. Nerv is a vast organization with incredible resources and international authority as a special division of the United Nations government. They have public relations departments, vast offices to manage their funds, factories to produce their materials, and special forces to act in their name.

In this scenario, the players will be thrust into the role of a Nerv Tactical Unit, taking a break from their own pilot characters. Some players will find the idea of not playing their own character to be rankling, but this change in perspective allows the GM to show events in a totally different light, as well as have encounters that the pilots are unsuited for and reveal information to the players that the pilots otherwise would not have the opportunity to have. While unconventional, the scenario is widely flexible.

The Team

For this scenario, each player creates a new, secondary character to act as. For this purpose, each player chooses one of the profiles below as a base, and then rounds it out by choosing one option from the listed packages available to that profile, granting a list of secondary skills, talents and equipment. Each member of the team has, by default, 1 Fate Point for their character.

The available options are Specialist, Soldier, Scout and Captain.

Specialist

Specialist Profile								
WS	BS	S	T	Ag	Int	Per	WP	Fel
20	25	30	30	30	40	40	35	30

Movement: 3/6/9/18   **Wounds:** 10
Skills: Awareness (Per), Drive (Ag)
Talents: Weapon Training(Pistol)
Armor: Flak Vest (Body 3)
Weapons: Nerv Sidearm
Gear: Nerv ID, 1 Sidearm Pistol clip, Radio

Packages:

Medic
Skills: Medicae +20
Talents: Master Chirurgeon, Talented (Medicae).
Equipment: First Aid Kit

Technician
Skills: Tech Use +20, Common Lore +10 (Science), Evaluate (Int) +10
Talents: Talented (Tech Use),
Equipment: Tool Kit, Dataslate, NTU Assault Rifle

Soldier

Soldier Profile								
WS	**BS**	**S**	**T**	**Ag**	**Int**	**Per**	**WP**	**Fel**
40	50	35	35	30	30	35	30	30

Movement: 3/6/9/18   **Wounds:** 10
Skills: Awareness (Per), Climb (S), Common Lore (War)
Talents: Pistol Weapon Training(General), Basic Weapon Training (General), Arms Master, Insanely Faithful
Armor: Flak Armor (All 3)
Weapons: NTU Sidearm, Combat Knife (1d5+2 R; Pen 0)
Gear: Nerv ID, 1 Sidearm Pistol clip, Radio

Packages:

Pyromaniac
Extra Talents: Bulging Biceps, Cleanse and Purify
Equipment: NTU Flamethrower

Sniper
Extra Talents: Marksman, Deadeye Shot
Equipment: NTU Sniper Rifle

Heavy Weapons
Extra Talents: Bulging Biceps, Mighty Shot
Equipment: NTU Chain gun OR NTU Rocket Launcher

Scout

Scout Profile								
WS	**BS**	**S**	**T**	**Ag**	**Int**	**Per**	**WP**	**Fel**
30	35	30	30	40	35	35	30	30

Movement: 3/6/9/18   **Wounds:** 10
Skills: Climb (S), Drive (Ag)
Talents: Weapon Training(Pistol), Sprint, Hard Target
Armor: Flak Vest (Body 3)
Weapons: NTU Sidearm,
Gear: Nerv ID, 1 Sidearm Pistol clip, Radio

Packages:

Demolitions
Skills: Demolitions (+20)
Talents: Fearless
Equipment: 3 Explosive Charges, 3 Remote Detonators, 1 Timed Detonator, 2 Frag Grenades

Spy
Skills: Security (+20), Computer Use (+10), Sneak (+20), Contortionist, Disguise
Talents: Disarm, Deadeye Shot
Equipment: Combat Knife (1d5+2 R; Pen 0)

Captain

Captain Profile								
WS	**BS**	**S**	**T**	**Ag**	**Int**	**Per**	**WP**	**Fel**
30	35	30	30	30	35	35	30	35

Movement: 3/6/9/18   **Wounds:** 10

Skills: Awareness (Per), Climb (S), Command (Fel) , Drive (Ag)

Talents: Weapon Training(Pistol), Iron Discipline, Resistance (Fear),

Armor: Flak Vest (Body 3)

Weapons: NTU Sidearm

Gear: Nerv ID, 1 Sidearm Pistol clip, Radio

Packages:

NCO

Skills: Charm, Intimidate

Talents: Into the Jaws of Hell

Equipment: NTU Shotgun

Leader

Skills: Command (+20)

Special: The Captain gains 3 minions with the same stats as the Military Grunt profile (see the Personal Scale enemies section under Apocrypha) which they may direct and control as they see fit.
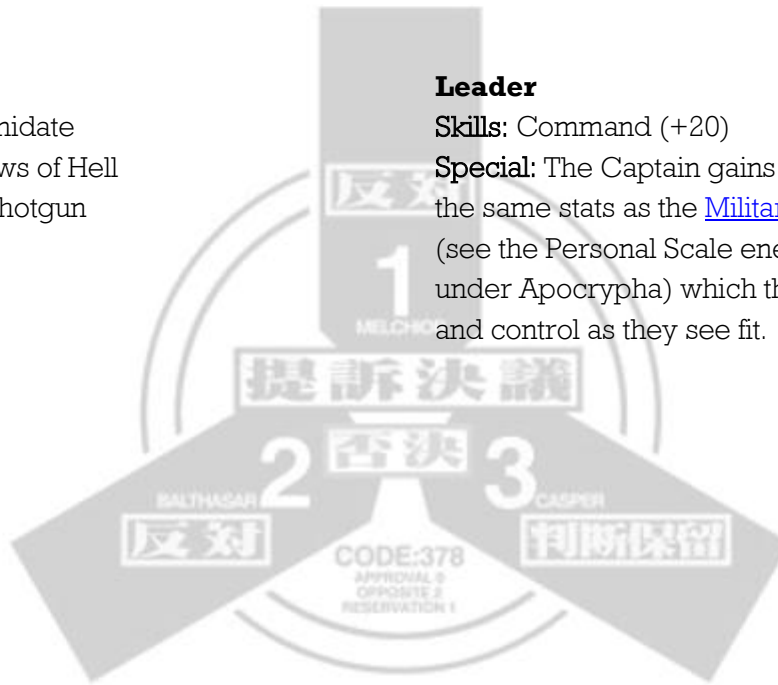
The Mission

Now that you have your team assembled, it is time to put them to work. In practice, this scenario is especially flexible, because the Nerv Tactical Unit can be ordered to go pretty much anywhere, and do pretty much anything, so long as it safeguards Nerv resources or forwards it's goals.

Each mission that the NTU is sent on should have some kind of reward for the players that they are working toward, and maybe a penalty if they spectacularly fail. This incentivizes the players to take this mission, and their secondary characters, seriously. It also makes them feel like playing as someone other than their primary pilot was not a waste of their game time. Some players and groups may enjoy this sort of scenario more than others, so it is important for individual GMs to work out whether the inclusion of such in their campaigns strengthens or weakens it.

Here are some examples of the many kinds of missions that the NTU may be ordered to perform:

Defend Against Angelspawn

Angelspawn can come in all shapes and sizes. But one ratio holds true: the smaller they are, the greater their numbers. It is easy for there to be an attack by Angelspawn that come in numbers rivaling an army, and small enough that they are not directly a threat to the Evangelions. In this case, you might choose to use Unsung Heroes to give the players a point of view on the conflict that makes this unique enemy more relevant. This could be set during the battle to have the Nerv Tactical Unit defend a vital resource (such as a power station the Evangelions need to function) where the success or failure of this team has a direct impact on the greater battle. Or it could be set after the battle, warding off remaining Angelspawn that have breached into Nerv, or to assist in cleaning out the city streets.

You could even set it after the battle and phrase it more offensively, as the NTU is sent in to clean out a nest of Angelspawn that have persisted in the city's sewer or subway systems.

What sort of reward the players get for doing well depends on when the battle is set. Preventing the destruction of a vital resource mid-conflict is its own reward. Mopping up Angelspawn after a battle might lower Collateral damage by 1 or 2, as the Angelspawn are prevented from running amok. Cleaning out a nest of Angelspawn might have a secondary mission of preserving a live specimen for research purposes, granting a +5 bonus to Research gained that fight.

Retrieve an Ejected Entry Plug

When an Evangelion is defeated in combat, one of two things can happen: either the Entry Plug (and the pilot it contains) ejects, or it does not. In either case, someone now needs to go and retrieve that pilot. Guess who drew the short straw today?

In this sort of scenario, it is useful to raise the tension by imposing a time limit, and making rescue difficult. Maybe you need to cut your way into the damaged Evangelion to retrieve the plug, or the Entry Plug has buried itself in the side of a skyscraper that is now at risk of collapse. The order of operations is to reach the pilot, confirm their condition, and extract them as quickly and safely as possible.

The time limit may be imposed by a life support failure in the entry plug systems, an impending airstrike, or some other threat that could put the pilot inside the plug in jeopardy. Or maybe you just need to reach the pilot before someone else, who is likely to be a lot less friendly, finds it.

Saving the pilot should reward the players with a single, one time use ability that dictates that the next time a player would suffer a Plug Breach, they avoid it instead. Once used by any given player, the ability is expended.

Evacuate Civilians

Most citizens comply with the order to flee to the nearest Emergency Bunker. However, such bunkers can quickly become dangerous during the course of the devastating battle between the Evas and the Angel.

In such a situation, the people inside the bunker need to be escorted to another bunker or a predetermined Emergency area where they might be evacuated out of the combat zone. However, the very fact that this is happening means that the area is damaged and unstable. Some evacuees might be wounded, and the battle could still be raging outside. Sections of buildings or streets could be damaged or unusable, requiring a deviation from the predetermined path.

During such a mission, protection of the civilians is of top priority. Based on the number of civilians saved, you should reduce Collateral Damage by somewhere between 0 and 3.

Perform Espionage

Nerv is an organization with very important goals that must not be jeopardized for the good of humanity. That can be used to justify all sorts of shady business. Whether it be sabotaging the Jet Alone computer, gathering intelligence on the production the MP Evas, assassinating a troublesome politician or anything else you can come up with. This is likely to have a greater impact on the plot than most Unsung Heroes missions, and is a good opportunity to let the players get their hands dirty in the intrigue of the game.

On such a mission, the best course of action is a hands off approach. Provide as much information to the players as possible (a hand drawn map would be a nice touch) about their objective and the defenses they need to worry about. You can keep some secrets to yourself, but make it feel like their team has been sufficiently briefed on the mission at hand. Then, simply sit back and let them come up with a plan themselves for how to get in, pull the job, and get out in one piece.

Depending on the nature of the assignment, success could result in an influx of Surplus or Research, or even a fancy new IOU for the OD.

Apprehend an Enemy Agent

Espionage is a two way street. Some agent working for an outside organization, government or cult has infiltrated Nerv! Maybe they got sloppy on the way out and tripped an alarm, or maybe their handiwork was not noticed until morning and they have several hours head start on you. Either way, you need to track down this potential saboteur and find out what he knows. Did he grab some secret file from the Magi, or did he take something physical? Did he plant a bomb that you need the codes for? Or maybe you already know everything you need to know, and the mission is simply to kill this agent before he has a chance to do any more damage.

What should concern you more than anything else is if Nerv makes it clear that you are to shoot first and ask questions later, and not make contact with this fleeing ''agent'' under any circumstances. In that case, you have to ask yourselves: what does he know that is so dangerous?

Intel Inside

One of the countless enemies of Nerv has managed to get a team of infiltrators inside the base. How they got in and who sent them are immaterial. All you know is that they want something and that you must stop them from getting it.

All enemy Agents will have an objective suited to their skills. Missions are likely to provide material for a single session or two. Agents should not come out of nowhere and then die without fanfare, they should be planted beforehand and likely be recurring (if perhaps very minor) NPCs, making their move at just the right time... likely when Nerv itself is busy with something else, even in the middle of an Angel attack.

Mission Objective
Locate MAGI System Core
Investigate Evangelion Unit
Breaking and Entering targeting the Operations Director
Incapacitate Evangelion Pilot
Determine Existence of Terminal Dogma
Kidnap Evangelion Pilot
Access MAGI System Core
Sabotage Evangelion Unit
Temporarily Disable Operations Director
Locate Terminal Dogma
Permanently Remove Pilot
Sabotage MAGI System Core
Hijack Evangelion Unit
Eliminate Operations Director
Infiltrate Terminal Dogma

These are only general examples; objectives tailored to a specific campaign (such as obtaining a sample of DNA from an Angel Hybrid pilot or attempting to convert an Operations Director of wavering loyalties) are encouraged in place of the example ones.

In addition, each infiltration attempt with one or more agents will have a certain profile from the following list:

Commando Raid: Agents with this profile have a protective Kevlar with an AP of 6 (all), an Assault Rifle, and four Frag Grenades. The Agents will attack anyone in their way with extreme prejudice.

Identity Theft: Agents with this profile have taken the identity and equipment of multiple staff members. Consider them armed with one Sidearm, a concealed Kevlar Vest with an AP of 2 (Body) and having access passes to all areas.

In the System: Agents with this profile have Operations Director level clearance, and will be treated as such by any security systems or even by MAGI. They're armed just like Agents in Identity Theft.

Invisible Enemies: Agents with this profile have complete schematics of the base. They are unarmed, but have tools that allow them easy access to the ventilation shafts.

One of Us: Agents with this profile are Nerv staff members with all that implies, including the unlikelihood of being armed unless they possess authorization to be so.

The exact number of Agents is never specified, but if you expect any sort of combat to take place there should be at least one Agent per player present. Feel free to mix and match with Agent profiles, levels of ability, and objectives to craft a good scenario for your players.
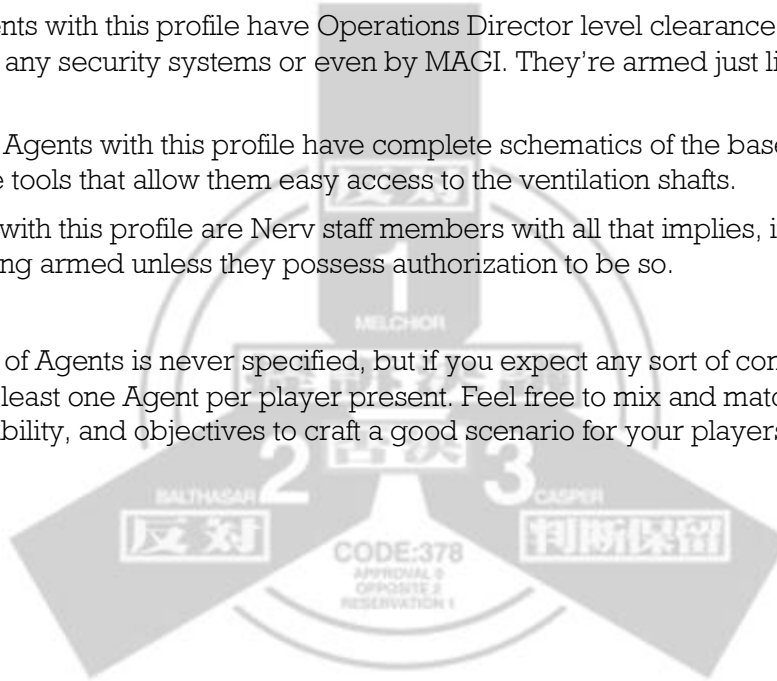
Comedy

Let's face it, Evangelion was a silly show: Dancing combat, magma diver, plus Misato's promises of lots and lots of fanservice. The show may be better known for its darker side, but if you have your fair share of lighthearted moments the shock of having everything you love being burnt to cinders is all the more cruel. And you want to be cruel to your players, don't you?

Who doesn't like putting billion-dollar equipment to use in completely impractical and unnecessarily ridiculous shenanigans? Forget about depth and meaning, forget about the stress of weaving tangled webs full of intrigue and deceit for one week. Just get a six pack, order a pizza, and tell your players that tonight they are in for some incredibly silly but extremely serious business.

Shall we Dance?: The pamphlet reads: ''The ultimate display of piloting skill! Dazzle the stage! Aim for the top! Dance like you want to win! Show them the majestic glory of your divine fusion of spirit, will and body, and sparkle like you mean it!'' Looks like your players have their work cut out for them.

The Most Dangerous Game: Do you like football episodes? Have you ever wanted to ~~rip off~~ homage Captain Tsubasa with your A.T. Field Powers? Do you actually use the term soccer for what is the world's greatest display of teamplay, sportsmanship and artistry expressed with one's feet? If you answered ''Yes'' to the first two, then look no further. If you answered ''Yes'' to the third question, please close this manual, go outside, and think about what you've done with your life until this moment.

Thirty Seconds of Fame: PCs are horrible little monsters. This is doubly true for Adeptus Evangelion where being an insufferable twat is integrated into the rules. You offer PCs a piece of the pie and they will steal all of the thing for themselves, fight each other for the largest bits, and end up setting the entire place on fire somehow. Now imagine that these people are put in charge of devising a 30 second commercial that will be broadcasted live worldwide and you can begin to understand how Command feels about this Scenario.
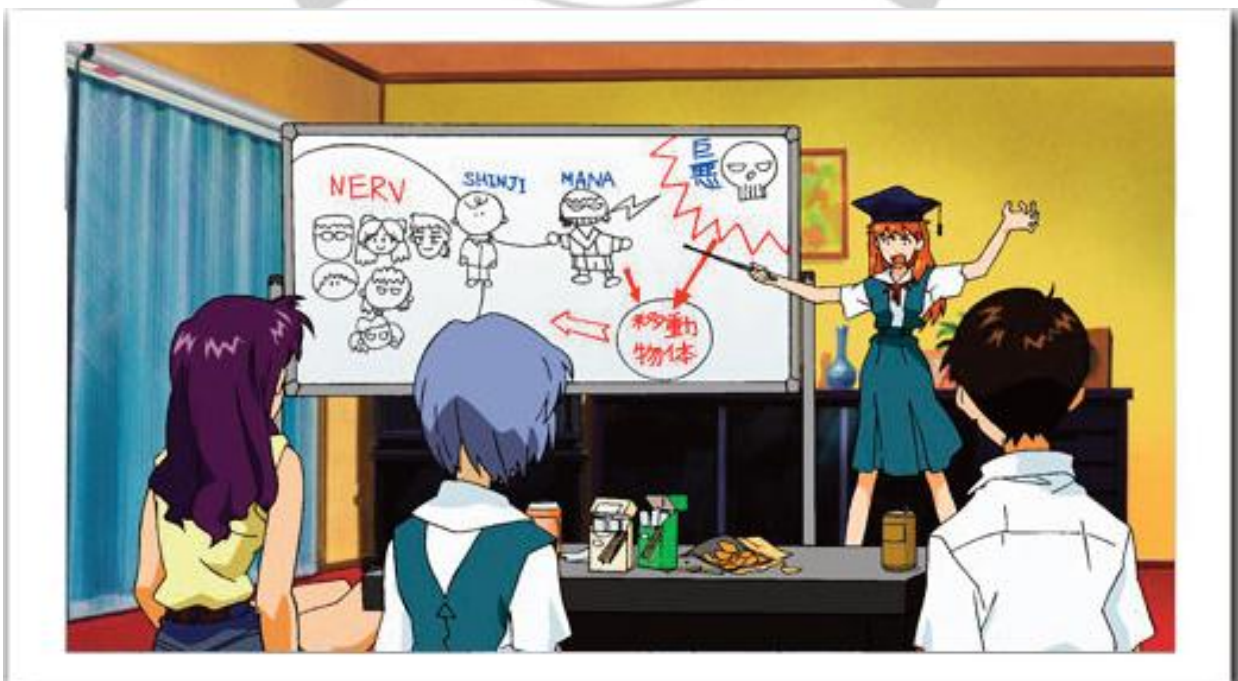
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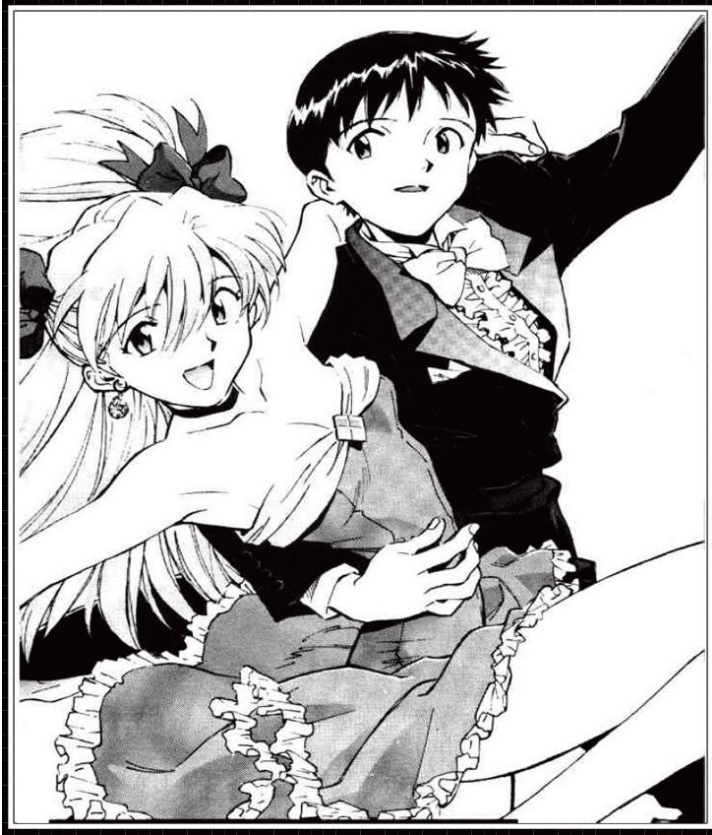
As befits the gravity and danger of such a task as serious as keeping the world safe, Nerv HQ has begun an all-branch performance audit of every Evangelion it controls. Control, speed and technical ability are all vital areas that need to be properly tested. As such, each branch has been ordered to instruct the pilots to build individual dance routines while a team of engineers prepare a space for ''home'' dances. Surprisingly few staff have quit over this directive.

In the interests of fairness, all styles and scales of routine are accepted, and will be judged on the same criteria. To perform your routine, roll one Agility and one Fellowship Test. For a basic success you gain one Score Point and another one for each degree of success. Failures don't have any particular result other than adding no points.

Particularly audacious routines will increase your score, but greatly increase the risk of failure. A player may make their routine Difficult, Challenging, Hard, or Very Hard, and take the corresponding penalties to all of their rolls. These difficulty modifiers multiply all Score Points gained by 1.5, 2, 3, and 4 respectively.

Characters may also design more avant-garde performances by including moves in their routine from outside simple grace of movement. Such moves are treated as Challenges, and if the player can sufficiently describe what the move is and how it would actually fit into their dance routine to enhance the performance, they may Test any one Advanced Skill instead of rolling for both Agility and Fellowship. This is a prime moment to put Perform (Dancer) to use, while unfortunately not being quite as favorable towards Trade (Craft Wargaming Miniatures). You may apply penalties to Challenges to increase the amount of Score Points earned just like with regular performances.

GMs are strongly encouraged to add modifiers where appropriate. Players who fail to make some description of how their routine works as a dance should take penalties. Players with detailed descriptions of the dance should receive bonuses. Players who actually physically perform their dance routine should receive applause, depending on the level of performance and effort invested. Once the players have completed all their routines take each player's highest score and compare them.

A GM may require the performance of group routines instead of, or in addition to, individual dances. If so, the group members must decide on a routine for the whole group. They must all do their individual tests, either using Agility and Fellowship or using Challenges as above. Score each player individually, and take the average of their Score Points to be the group's Score Points. If more than one group member gets the same Degrees of Success from a single test, or if more than one member passes a Challenge on the same test, add one Score Point to the final result for each member doing so, as their synchronized performance impresses the judges. This

encourages teamwork and good planning, instead of merely relying on the best member of a group to perform well enough for everyone.

The structure of the tournament, including who competes against who, when and where, and the number of branches and EVAs involved in the contest is entirely up to the GM. The branch earns 1d5 surplus for each stage of the tournament participated in, and an additional 1d5 for each stage won as this unconventional audit aids some discretionary budgeting. The pilots themselves get +1 to their Fellowship or Agility score (increasing whichever is lower) for each time they advance to the next stage of the competition. An overall win will earn a trophy of considerable size, plus additional rewards at the discretion of the GM.

The Most Dangerous Game

In a fit of World Cup Fever and delusional optimism, Nerv command has established a new nonstandard training protocol for hot Eva-On-Eva-Action without the messy part where everyone dies and it costs Nerv billions to repair: an inter-Nerv football challenge.

The game of football, or soccer for the barbaric, will be played as per standard rules. However, physical contact between players is permitted only if it is either unintentional or cannot cause wounds or damage if intended. Otherwise, the rules are identical, save that the field is ten times larger, you are using a buckyball built of carbon fiber, and the players are twenty-story war machines designed to kill horrors from beyond the stars.

The game lasts 90 minutes total, divided in two 45 minute periods, though not every individual minute is to be roleplayed for the sake of the sanity of everyone at the table.

The general mechanics below represent the ebb and flow of the match rather than the nitty gritty; they also provide a few example abilities for players depending on their field position. Inventive uses of talents available to players to generate more options are encouraged, and pilots with actual skills at sports should gain a benefit from it. The OD in particular should be able to provide much help if he can find a proper use for his various support abilities instead of watching from the sidelines like a Team Manager.

Every participating player should pick a position based on how their team size compares to the usual dozen players. 1-1-1 for a team of Four Evangelions is an obvious starting point.

Each player's positions are announced before the start of a period independently of the other team's. Flip a coin to decide the start of the game as usual, the team who kicks off is in Dominance and round 1 begins. Each round should last between 5 and 15 minutes of match time, if you're feeling whimsical just rolling 1d10+5 will do.

These soccer rounds are abstracted measurements of a variable amount of time and do not conform to traditional DH Rounds. There is no need to actually play out fifteen rounds of standard DH Actions just because you rolled a 15.

At the beginning of every round, the Dominant team must state their offensive maneuver, which the Defending team chooses how to defend. Forwards can be blocked by Backs and Midfielders, Midfielders can be blocked by all positions, and Backs can be blocked by Midfielders and Forwards.

Pilots of each team compete to see which one can gain more Dominance Points during a round, and all teams start the round with one Dominance Point per player. If the Dominant team has more points than the Defending team, then they have a Scoring Chance. If the Defending team has more points, then the round ends and the Defending Team now becomes the Dominant Team. If it is a tie, then, the round ends and Dominance does not change. Dominance Points reset at the end of a period to their initial values. Repeat this process until the period is over.

At the end of a period the Evangelions then go into maintenance for 15 minutes, in this time the pilots and players can choose to rest, go for nachos, or to continue plotting trying to take over the world. The second period follows, with overtime and/or penalties (using Scoring Chance rules) happening at the GM's discretion in the case of a tie.

Offensive Maneuvers:

Dribble: Test Agility twice, if both tests succeed you gain 2 Dominance Points, if one fails you don't gain any, and if both fail you lose 1 Dominance Point.

Long Shot: Test WS or BS at a -20 penalty if you're a Forward, -40 if you're a Midfielder, or -60 if you're a Back. On a success, you gain 2 Dominance Points plus another one per Degree of Success, on a failure your team loses 1 Dominance Point.

Long Run: Test using your Run Speed as the TN, on a success gain 4 Dominance Points but also a level of Fatigue.

Pass: Test WS or BS to gain 1 Dominance Point.

Defensive Maneuvers:

Block: Test Strength to gain 2 Dominance Points.

Steal: Test WS or BS at a -20 to reduce the Dominance Points of the attacking team by 1 and increase your team's by 1.

Mark: Test Agility to gain 1 Dominance Point and, if you succeed, you may test Agility at a -20 to gain another Dominance Point.

Scoring Chance:

This is the only time the poor Goalkeeper gets to do anything, which barring unusual creativity on the player's side is limited to Parries, and even then he's completely reactive. This might be the only occasion in which allowing someone to bring a portable console to the game table would be anything but inexcusable. On a failure to Parry, the attackers score a goal.

Fast Shot: Make an Agility test, then add your Degrees of Success times ten to your WS or BS test as a bonus. The Goalkeeper may Parry as normal.

Curveball: Make an opposed WS or BS test as in a Feint against the Goalkeeper's Parry WS. Afterwards make your shot as normal, if your Feint defeated the Goalkeeper's resist, he may not Parry this shot.

Power Shot: Test either of your WS or BS at a +20 bonus. The Goalkeeper must test Acrobatics and then add the Degrees of Success (or negative Degrees of Failure) times ten to his Parry.

 Shady business such as attempting unarmed attacks or using A.T. Powers is likely going to require a Test to hide your actions (probably making use of the Sleight of Hand skill), opposed by an Awareness Test (at an appropriately ridiculously high modifier, for obvious reasons) to notice such acts.

 At the conclusion of the match, Nerv gains 1d10+5 surplus from revenues gained in selling the footage to various television networks and certain sponsorship deals with FIFA. The players gain little out of the ambiguously- useful event save a modicum of short-lived internet celebrity, and if one performed well enough, receiving the Peer (Football Fans) Talent and maybe even a Contact in the biz or two.
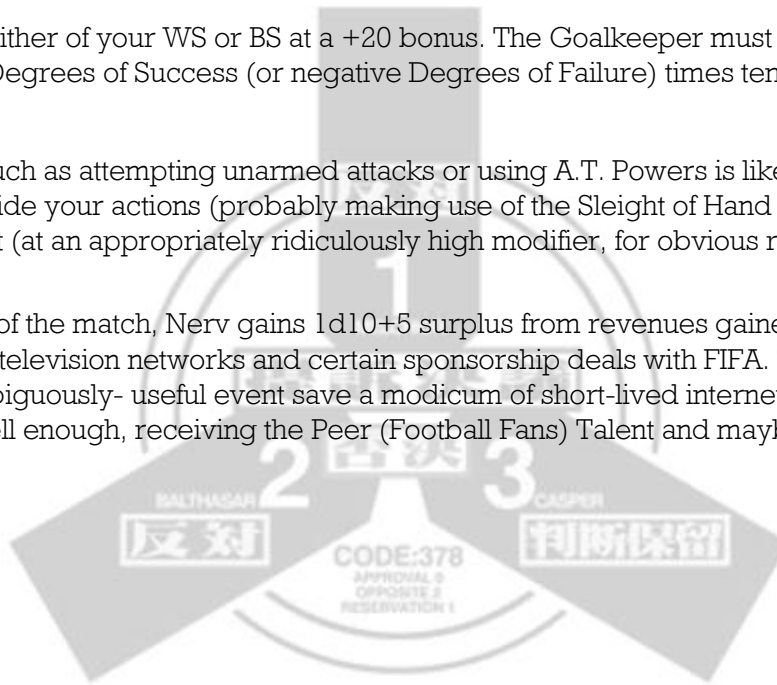
Thirty Seconds of Fame

A particularly active sponsor of your Nerv branch has called in a favor in return. It is about to invest a huge amount of money in a new advertising campaign, and wants to use the high public profile of the pilots, or even the OD, to its own marketing advantage.

Due to certain incidents involving a rather embarrassing amount of collateral damage and unfortunately critical current affairs programs, you're not in a fiscal position to refuse, and Nerv command thinks the public airtime could aid your somewhat-bloodstained reputation.

The would-be actors receive a brief of the product and the ad campaign proper, but in a fit of delusional marketing optimism it has been entirely left up to them how they will endorse the product. Give the players time to prepare their thirty-second advertisement, but it should not take more than an hour to be ready.

Once prepared, the players must perform their advertisement in one single take, as the first run is live across the globe. Blame the PR department for that idea. They claim it will attract more viewers.

The GM must judge the advertisement/s on the level of professionalism involved, the quality (or otherwise) of acting, the core message delivered, and the extent to which the overall experience reduces their faith in humanity. A well-performed ad that has a clear and useful message will be an excellent one. An ad no worse than those generally appearing on cable channels past midnight will be a mediocre one. An ad in which the players use held scripts, forget lines, have no message, or genuinely make you feel uncomfortable to be in the room is a very poor one. If at any point someone is naked, then everything has gone badly wrong and the entire exercise probably needs to stop before the police get involved. Once you've seen all of the advertisements, decide where on the scale the advertisement fits.

Publicity Scales

Supreme Salesman: (The campaign could actually be used in viewing-hours television, and makes you actually want the product). The campaign is a spectacular success, and the company's sales and share price rocket skyward. In gratitude, they increase their funding dramatically, earning the branch +10 surplus, and the OD one IOU (Faceless Corporation) whose utility is left up to between the both of you, GM and OD, and encouraged to not be a reskin of IOU (Political), while the pilots themselves gain a bonus of +10 to their Fellowship Tests for as long as the ad remains on air.

BUY TODAY!: (The ad campaign could have gotten by on late-night TV, and you vaguely want the product) The campaign is a solid but uninspiring success, and leads to excellent sales for the product. By the contract, the corporation kicks over a percentage to you, earning your branch +5 surplus.

Ad-wow!: (The ad campaign would be one of the worst actually on television, and doesn't make you want the product more) Though hammy and awkward, your ad is appealingly so, and acquires a small cult following on the internet. This makes for a decent boost in sales, and the corporations sends you the cut of +2 surplus.

Eighties quality: (the ad campaign wouldn't see television at all, and makes you want the product slightly less) The ad campaign is bad, but quick action by the marketing firm sees your parts entirely removed from it, thankfully. Though the contract sees you earn nothing, at least the corporation considers the favor fulfilled.

Dear Sir/Madam: (the ad campaign is outright bad, would probably be barred from television, and makes you actively dislike the product) Your ad is so bad that it stirs up a group of particularly motivated and angry people, protesting vigorously and boycotting the product and the corporation altogether. The ad is pulled, but too slowly, and the loss in sales causes the corporation to cease its support of your Nerv branch. You owe the company 5 surplus (either from what you have now, or when surplus would next be available to you), and receive quite a bit of hate-mail.

Death of a Salesman: (the ad is atrocious, even by the gaming group's standard, and leaves you feeling less comfortable in their presence) the ad campaign is nothing less than the worst in human history. Even though it is seen all of once, the outrage is so severe the corporation loses a class action suit against television viewers, causing it to collapse entirely in a billion-dollar economic disaster. The suddenly-impoverished shareholders of the company sue the Nerv branch for gross breach of contract and win, leading to Nerv owing the company 20 surplus. The experience is so shameful, and leads to so much mocking scorn for the actors, that each participating character gains the Dark Secret (Participated in the ad) Drawback. Furthermore, particularly terrible and embarrassing behavior will lead to everyone involved losing 1 point from their Ego Barrier as their self image is so bad they must consider changing their name and getting cosmetic surgery so they can actually be seen in public again.

Drama

It is no news flash that drama drives plots forward. The best action scenes in the world won't do you any good if no one cares about seeing the next Life on the Ground session. In fact, many players can summarize their Adeptus Evangelion experience as ''Come for the robots, stay for the drama.''

Actually engaging your players in this is not easy, even if there are a myriad of ways to go about it. This section explores four methods, the ''I don't even know what is going on'' method that will leave them paranoid and asking each other questions for sessions, the ''Mindtrips ahoy!'' method to help even the shiest people in the group put their character's traits into the spotlight, and finally the ''What goes around comes around'' method to make sure people feel responsible for their actions.

They come in increasing degrees of risk, with multiple character deaths being a serious consideration in the worst case scenario for the last of the three examples included.

The Room: When one PC suddenly wakes up in a strange room and is forced to play a bizarre game of ask and answer with mysterious interrogators, they know they're in for something serious. Things take a turn for the stranger when even the ones keeping the PC captured appear to be in danger themselves.

Touched by an Angel: An Angel makes mental contact with a pilot, and attempts to learn as much about them as possible. This has predictably hazardous results for the PC in question, and they are very likely going to lose quite a bit of their self-image as well as mental integrity from the ordeal.

Trial of the Century: With great power comes great responsibility. This is a lesson one of the pilots should have learned before blowing up part of humanity's patrimony, causing an entire city to be sent into the bottom of the sea, or redirecting a meteor shower to use as a weapon. The character will be put on trial, and it's up to the rest of the group to ensure they aren't imprisoned... or worse.

The 3 Arrows: The Pilots have the fate of the world riding on their actions, and they can't stop fighting. If allowed to continue, it is only a matter of time before this ends in a major incident, or worse. To help solve the problem, the Commander has brought in an outside Teamwork Consultant to whip the pilots into shape. Can the pilots change?
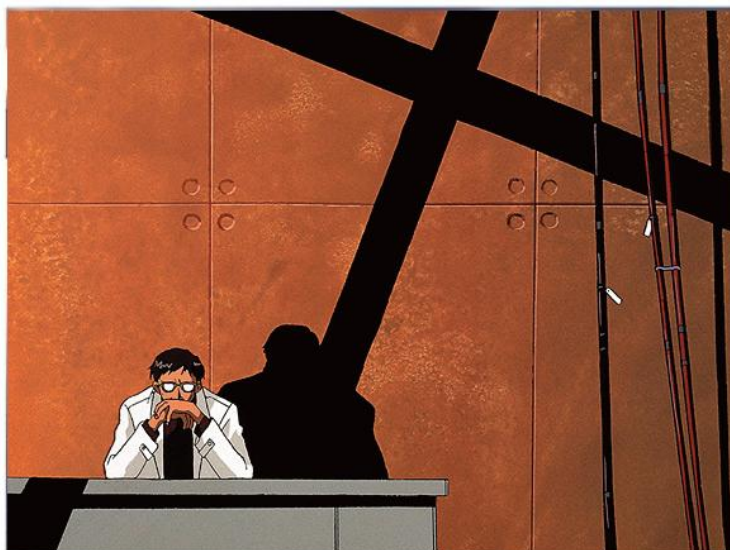
The Room
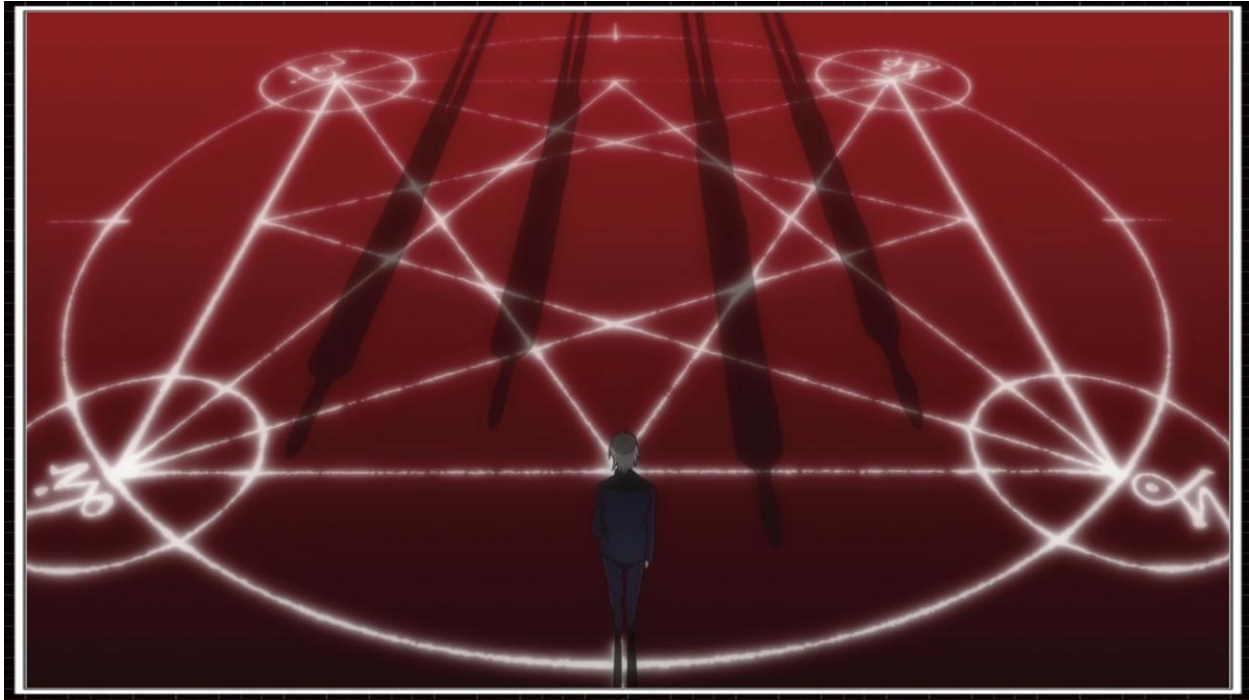
One day, a player character wakes up in a bizarre interrogation room with no idea where they are or how they got there, surrounded by what seems to be interrogators and a mysterious overseer. One player will take the role of the captured PC. The other players will each play as a member of the interrogation team.

The objective of the captive character is to find out what specific act or omission they took that led to their internment, why this information is of perceived importance, and principally to prevent the interrogators from achieving their objectives in time. The objectives of the interrogators are to gain a reasonably complete account of the events leading up to the act or omission, have the character confess to the act or omission, explain why they did or failed to do it, and to prevent the captive from achieving their objectives. Both groups are dangerously uninformed by their superiors, neither of them know what it is the other group wants to know, and neither of them can afford to let them find out.

The act in question need not be one that is of crucial importance to the plot of the campaign. The interrogators could just be trying to reconstruct the events that led to someone passing out at a party from drinking too much; the methodology of the people the interrogators work for is a strange one that could have the interrogation as an end in itself and not just a means. However, it is recommended to at least make it look like its relevant to the campaign's themes at large.

There are, of course, complications. The PC is currently under the effects of an interrogative drug. They must reply to every question asked of them, and cannot reply with a falsehood or an answer that is substantially the same as a previous one. They can only ask a maximum of one question after the entire group of interrogators has already asked one. They may not break these rules at all due to the effects of the drug and will in fact feel compelled to play along.

This exercise being as much a test of ability as it is of endurance and loyalty, the interrogators are similarly constrained by the procedural rules of their organization, and an overseer under the control of the GM will be with them to ensure that they don't make mistakes. They must answer questions truthfully and without repetition, save for those that would directly fulfill the captive's objectives, they must ask questions in turns and may not ask more than one question each without allowing the captive to ask a question of his own, and they are not allowed to physically harm the captive or allow them to be harmed.

An interrogator that breaks the first three rules will lead to the overseer pressing a button to inflict a "motivational" electric shock to the interrogator that breached the rules, should this happen two more times or if they break the fourth rule, they will immediately be ''removed'' from the room and their future will be uncertain at best.

To complete an objective, the captive or an interrogator must tell the GM the required information needed to complete said objective. The GM must truthfully confirm or deny their guess, with only a confirmation obviously counting as completing an objective. The interrogators are also working to a deadline, set by the GM, that shouldn't be more than a single session's time, and could be as sort as 10 minutes. Only the GM is allowed to know the amount of time remaining.

If the captive successfully completes all his objectives or time runs out, an alarm sounds, and the interrogators gather all material from the room and flee, with Nerv agents coming in minutes later having been notified of the captive's whereabouts.

If the interrogators complete all their objectives, they briefly congratulate each other, collect their items, and leave. Only an hour later will the captive's restraints slacken, and the call to Nerv be made.

Either way, for going through the exercise (willingly or not) the Nerv branch will find itself with an influx of 10 Surplus for mysterious reasons. Interrogators that performed well on the exercise may return as side characters and the captive may or may not recognize them. If the captive was particularly notorious in his roleplaying then he might gain bonus corresponding talents or skills such as Talented (Scrutiny) or even Orthopraxy (from DH) up to the GM's discretion.

The real truth behind this exercise is wrapped in mystery, but it may or may not be Seele playing mind games with everyone and testing the mettle of the Pilots as well as that of their Agents.

Touched by an Angel

However it has happened, one or more of the player characters has somehow established direct contact with the mind of an Angel in the style of Leliel or Armisael and cannot willingly end this process. In an effort to understand the true form of the character, the Angel intends to brutally and systematically deconstruct every element of their personality, stripping away every last comfortable illusion and satisfying falsehood. Needless to say this experience will be extraordinarily harrowing.

The characters who are locked in a mind trip are the Encroached. Their only goal is to make it through the experience with their mind and soul intact.

A number of personality issues between 1 and 5 from the Encroached are chosen, and are given a Disquiet rating according to how unstable the Encroached is in that area.

Irrelevant issues, those a character has long accepted, have 1 Disquiet. Quirks, or issues the character doesn't particularly like but has accepted, have 2 Disquiet. Flaws, or issues the character doesn't like but can deal with, have 3 Disquiet. Deficiencies, or issues that the character is particularly uncomfortable with and has avoided dealing with, have 4 Disquiet. Complexes, or serious issues that a character has avoided acknowledging and is unprepared to accept, have 5 Disquiet. Choose no more than one personality issue of each rating.

The GM will start with the issue of weakest rating, likely an Irrelevant one, and go up from there. The Angel will craft an illusionary world for the Encroached, where it will attempt its dissection; the scenario should be crafted to the specifications of your encounter, but should you be feeling uncreative you may use the following set of tables for inspiration.

Roll Result	Where you are?
01 - 05	In your bedroom.
06 - 10	In another familiar bedroom.
11- 15	In your family's kitchen.
16 - 20	Outside an unfamiliar house.
21 - 25	In a public train car.
26 - 30	At a bus stop.
31 - 35	In the middle of a deserted hallway.
36 - 40	In a very busy city street.
41 - 45	In Nerv's Command Room.
46 - 50	In the Operation Director's office.
51 - 55	At the movies.
56 - 60	In a military transport aircraft.
61 - 65	In the back of a car moving uncomfortably fast.
66 - 70	Onstage, with a vast audience.
71 - 75	Inside your Entry Plug.
76 - 80	In pitch black darkness.
81 - 85	On the moon.
86 - 90	On a hellish battlefield strewn with dying men.
91 - 95	Inside an Evangelion Boneyard.
96 - 00	On a mass of mutilated clones of you.

Roll Result	Who is next to you?
01-05	A group of familiar figures from your childhood.
06-10	One or more of the other pilots.
11-15	Yourself as a child.
16-20	One of many familiar faces of Nerv.
21-25	That one guy or girl who's always everywhere.
26-30	Your most idolized hero.
31-35	Your most hated enemy.
36-40	The person you love the most.
41-45	The person who has hurt you the most.
46-50	Your entire immediate family.
51-55	Everyone you've ever cared about.
56-60	A vast crowd of unfamiliar people.
61-65	A very familiar historical figure.
66-70	A very familiar fictional character.
71-75	The entire cast of your favorite work of fiction.
76-80	You, identical in every detail.
81-85	An uncanny valley version of yourself.
86-90	A gruesome and sickening caricature of you.
91-95	You. So many of you.
96-00	An invisible voice identical to yours.

If you want to distract, confuse or add additional pressure to the players, you may also roll on the following charts to give the scene its own quirk, or to make it particularly disturbing.

Remember these charts are by no means restrictive, and are only intended to serve as inspiration. If you want a certain result, feel free to simply choose the results you want, or even make up your own sequences entirely. Just keep in mind that they should get progressively more disturbing as the Issues become more serious.

Roll Result	What are they doing?
01-05	Having small talk.
06-10	Playing a simple game.
11-15	Arguing bitterly and expecting you to side.
16-20	Crying their eyes out and unable to explain why.
21-25	Laughing uncontrollably at every little thing.
26-30	Discussing your immediate future after this.
31-35	Acting like you have something contagious.
36-40	Acting out a scene from a work of fiction.
41-45	Asking you play a game you can't understand.
46-50	Making sexual advances towards you.
51-55	Attempting something suicidal.
56-60	Handing you objects pulled from... somewhere.
61-65	Asking questions in a strange language.
66-70	Acting out a scene from your life, but modified.
71-75	Acting out a scene from somebody else's life.
76-80	Making every possible effort not to face you.
81-85	Struggling to understand a simple concept.
86-90	Floating instead of walking.
91-95	Subjecting you to a surgical procedure. Awake.
96-00	Congratulating you for... something.

Roll Result	And strangely enough…
01-05	Everything looks two-dimensional.
06-10	Everything is in the wrong colors.
11-15	Characters talk without opening their mouths.
16-20	You can't stop saying what you're thinking.
21-25	Characters disappear and reappear at random.
26-30	The clothes on the characters keep changing.
31-35	The characters have each other's physical traits.
36-40	You cannot hear anything, not even your voice.
41-45	You feel like you want to vomit your heart out.
46-50	You feel lust for a character, knowing it is wrong.
51-55	You are completely paralyzed.
56-60	You suffer from stigmata.
61-65	Everyone projects a visible A.T. Field.
66-70	The characters look like the living dead.
71-75	All of the characters have angelic masks.
76-80	None of the characters have any facial features.
81-85	Everything is burning, but not everyone.
86-90	Characters strangle, beat or flay alive another.
91-95	The characters slowly dissolve into LCL.
96-00	The characters cannibalize themselves

In the middle of this occurrence, a voice (that of the Angel or the characters themselves under control of it, or even under control of the other players themselves) will begin to question their Issue and ignore whatever else they were doing. The player can respond in three different ways; with Denial, Justification, or Acceptance.

Denial: This method consists of outright rejecting the claims. When the interrogation over said Issue is complete, the denying player Tests Willpower. The GM should add or subtract circumstance modifiers based on the character's performance in the dialogue. A successful Denial results in the character outright ignoring and disregarding even the harsh questioning of the Angel, and simply shouting the subject down, but gaining a number of Insanity Points equal to the Issue's Disquiet. On a failed Willpower Test, they lose an amount of Ego Barrier equal to the Issue's Disquiet rating multiplied by 1d5 as they fail to protect themselves from the inevitability of their flaws.

Justification: The second method instead involves the player accepting the trait, but rejecting the Angelic view with sheer force of reason and persuasion. The character must Test Fellowship, once again with the GM providing a circumstance modifier and taking into account their skillset. Should their justification be enough for the Angel's inquiring mind, they gain Insanity points as in Denial as the creature probes their mind further to absorb this information into itself. If they fail to sway the Angel, they receive Ego Barrier damage as in Denial, as they become more and more paranoid of the validity of their own beliefs, disrupting their sense of self.

Acceptance: This is the simple tactic of accepting the Angel's judgment of your true self, and moving on. If the player character truly demonstrates the capability to do this, they take Ego Damage equal to the Disquiet of the trait, as they are forced to review their sense of self in a critical light, but move on. If, however, the player attempts to deny or justify a construction, they have to use one of the above responses, and can no longer accept the claim.

The Angelic contact ends when the Encroached has successfully denied, justified, or accepted all Issues, or when the GM chooses not to continue. Those Encroached awaken to themselves, all-too aware of every moment of the experience, and with a very deeply-scarred sense of identity.

The experience of finding their true self, however unpleasant it is, leaves the character vastly more resilient to future attacks on their sense of identity. Add the sum of the total Disquiet ratings presented and of the total number of Issues the Encroached was confronted with. Note this number down and give the Encroached the Cold-Blooded Talent at a rating equal to the annotated number.

Doing this for every player in the case of a group encroachment will be a taxing experience, assigning only one Issue to each Encroached is a possible solution, with another one being to allocate common Issues to the lot of them. Given the potential for so much possible encroachment damage, the GM is responsible for control over the

damage done. While some serious damage should no doubt be taken in exchange for such a powerful reward, the level of damage done should be proportionate to how well the character player performed, and should not be sufficient to remove them from the game unless they had a very weak Ego Barrier and performed very poorly.

The random chart for mind trips may potentially return under a different set of circumstances (and without accompanying Encroachment mechanics), but if you are the type to enjoy inflicting this type of scenario on your players, this idea may have already occurred to you.

Trial of the Century

One of the pilots has been accused of serious crimes against humanity, and has been ordered in front of the International Criminal Court to stand judgment. The charges are serious and there could be grim consequences for the character if they cannot defend themselves.

Nerv expects the character to behave. The other pilots have been ordered to support their comrade as much as possible in their time of need; the OD is to minimize any damage done to Nerv's standing with the United Nations. Select a player to stand on trial as the accused and also choose their most severe act. Use this act to determine their Criminal Index which in turn will serve to define how difficult the trial will be.

Negligible (50 Criminal Index): Causing minor deaths or moderate property damage where militarily necessary. Above 5 Collateral through damage in a populated area, or destroying a large important building. These are crimes that would normally be serious but can be excused for the sake of saving the world.

Moderate (75 Criminal Index): Causing notable deaths or significant property damage where militarily necessary. Above 10 Collateral through damage in a populated area, or destroying several buildings or a place of refuge. These crimes are significant, but may be justified by the urgency of the pilot's mission.

Standard (100 Criminal Index): Causing serious deaths or catastrophic property damage where not strictly militarily necessary. Above 15 Collateral in a populated area, destroying buildings in the tens or several places of refuge, or using weapons or tactics likely to harm bystanders without strict need. These are serious crimes that can only be justified in truly desperate situations.

Severe (125 Criminal Index): Causing serious death and suffering where not strictly militarily necessary. Above 20 Collateral in a populated area, willful destruction of places of refuge, or using weapons or tactics very likely to cause serious harm or death to bystanders without valid reason. These are crimes of notorious callousness or cruelty that are only rarely justified by need.

Extreme (150 Criminal Index): Causing extreme and undue death and suffering without valid military purpose. Above 30 Collateral in a populated area, deliberate and targeted destruction of places of refuge, or using weapons or tactics certain to cause drastic harm to bystanders without valid reason. These are crimes so brutal that even the desperate necessity of saving mankind has trouble justifying them.

Inhuman (175 Criminal Index): Causing catastrophic death and suffering without valid military purpose. Causing above 50 Collateral in a populated area, deliberate and systematic targeting of places of refuge, or using weapons or tactics certain to cause extreme harm and widespread death to bystanders without demonstrable need. These are crimes of such brutality that they could not possibly be militarily valid, such as opening a Dirac sea on a capital city or using an N2 mine in a major city.

Monstrous (200 Criminal Index): Deliberately and systematically causing catastrophic death and suffering with no possible military purpose, or deliberately or recklessly using weapons or tactics certain to inflict suffering and death of bystanders. These are actions so callous and cruel as to beggar the imagination, and it will be nigh-impossible to walk free from them. This category of crime should be used for nothing less than activating an Anti-A.T. field or detonating an N2 mine in a capital city.

Once you've set an index between 50 and 200, you can begin the trial. While you can set your index below 50 or above 200 an action below 50 wouldn't be serious enough to actually affront the court, and above 200 the character is almost certain to be executed on the spot and there will also be massive penalties for the rest of the characters. Divide the pilot's Criminal Index by 25 and add 1d5 to the result. That is how many days the trial will last.

Each day of the trial, the character must adopt one of a number of Trial Tactics, with the hopes of modifying their index. Another character must do the part of the defense; it can be the OD, another player, a trustworthy NPC or just any Lawyer with the stats of a Contact as per the OD talent. Each day you make an argument and then Test a particular skill at either a bonus or a penalty, depending on how good a case you make to the GM, of up to plus or minus 30. Characters with Scholastic Lore (Law) may opt to Test that in place of testing other Intelligence based skills.

Each time you repeat a Trial Tactic you take a -10 cumulative penalty with no penalty cap. On a success you lose 1d10 plus Degrees of Success points from your Criminal Index and on a failure you instead gain 1d10 plus your Degrees of Failure to your Criminal Index.

Trial Tactics

Justify: You attempt to explain how in the situation your actions were justified to the Judge, who decides if your explanation is acceptable. Test Deceive, if your justifications are not acceptable the Prosecutor exploits your attempts to manipulate the truth.

Entrap: Instead of dealing with the truth, you attempt to create a simple logic trap for the Prosecutor in the hopes of discrediting his argument. Test Logic and on a success the prosecutor's case is weakened, but on a failure the Prosecutor mercilessly reveals your error for all to see.

Disprove: You attempt to attack the prosecution's case directly on its facts, trusting in the relative lack of strength of its claims to see you victorious. Test Scrutiny to find holes in their evidence and find legal loopholes to discredit them, fully knowing this will backfire horribly should you fail.

Appeal: Instead of arguing on the strength of your claims, you instead rely on the strength of your oratory and test Charm to appeal to the judges emotionally, hoping the accused is not beyond all sympathy. It goes without saying the defendant will only seem more of a monster if you fail at this task.

Call Witness: You will allow someone else on the stand to help strengthen your case for the day or focus on cross-examining those the prosecution builds their case on. Choose who to call to the stand and how you will make your point, and then test Interrogation to extract key facts to build your case on. The prosecution will be the one to undermine your standing if you prove unsuccessful at this, however.

Obfuscate: You adopt a series of delaying tactics, Test Blather to ensure that neither side achieves anything that day on a success, but if you fail the prosecution manages to build their case further by exposing your strategy and a number of points equal to the Degrees of Failure are added to the Criminal Index of the accused, to a minimum of 0 on a basic failure.

Each day, you may also adopt other tactics to further secure your goal. Sabotage and Undermine require another PC who is not in court or an NPC/Contact to do the required Tests before any Trial Tactics are made, while the others are simpler deals that can be arranged by anyone willing to help the Defendant.

The listed penalties are only for failing while still keeping your hands outside of the fire. If the Judges find out about your contempt for the processes of the court, the GM is encouraged to add additional penalties outside the norm. Repeating Sabotage or Undermine will carry off a -20 penalty with each use after the first (again, at no penalty cap) as security and PR becomes savvier and more careful of your methods.

Sabotage: Your agents attempt to plant falsified evidence of your actions to weaken the case against you. The acting character must test Security to get his actions past the Prosecutor's legal team. On a success, 1d5 points are removed from the Criminal Index. On a failure, your false evidence actually works against your case and 1d10 points are added to your Criminal Index.

Undermine: Your agents ignore the evidence and instead attack the Prosecutor and the witnesses in the media – attempting to destroy their reputation and credibility. The acting character must Test Inquiry to find out this information and pull off the deception. On a success, add a bonus to your Trial Tactics for the day equal to the Degrees of Success on the Inquiry test times 10, to a maximum of +30. On a failure your subterfuge becomes known to the media, who attack you mercilessly for degrading the little credibility they have and your Degrees of Failure times 10 become penalties to your Trial Tactic for the day, to a maximum of -30.

A Quiet Word: Your OD seeks to use his influence in the high ranks of the political world to see the case brought to a more satisfactory end. They may spend any number of IOUs, so long as they can justify how these will be able to help your case. For each IOU talent spent in this way, take 25 points off your Criminal Index as shadowy figures in just the right places start leaning on people and making things disappear, scientific minds testify new evidence to your favor, and military officers suddenly approve of your actions.

Stroke of Luck: For once, the stars seem to turn in your favor. You may spend a Fate point and add +30 to your Trial Tactic for the day, as an uncanny event just so happens to play right into your hands, and documents are lost, people show up late, and Judges turn out to have a…storied history with the Prosecutor.

Cut a Deal: Sometimes you've got to go while the getting's good; you may attempt to end things right there by cutting a deal with the prosecution before things get worse for you. Test Barter, if you succeed you may skip to the end of the trial (without a final appeal to the jury) and lower your Criminal Index by 1d10 plus 1d5 for every 2 degrees of success on the test. You may make your decision after rolling the result. If you don't accept the deal or you fail the test, proceed to the next day of the trial as normal.

Once the last day has ended, the character on trial will have the opportunity to make their final address to the judges before sentencing, and this will be the major factor in the outcome of the case. You may repeat any previous strategy without the corresponding repetition penalty before the jury makes a decision, with a notable modifier tacked on if the accused himself speaks, positive or negative.

Check the character's final Criminal Index after this appeal has been made, and do the sentencing using the following section.

Sentencing

Flawless Victory (0 or under Criminal Index): Your case is a spectacular success, and you are exonerated with such positive publicity that you gain a +10 circumstance bonus on Fellowship tests with civilians outside Nerv for the rest of the game. Nerv also gains 1d10+10 surplus in compensation from the UN.

Spectacular Victory (1-10 Criminal Index): You are exonerated with great fervor and the court's most sincere apologies. The fame earns you a +5 circumstance bonus to Fellowship tests with civilians outside Nerv for the rest of the game, and Nerv gains 2d10 surplus in compensation from the UN.

Strong Victory (11-20 Criminal Index): You are exonerated by a great margin, and supported by the press. Nerv gets 1d10 surplus in compensation from the UN for bringing a frivolous case against their pilot.

Victory (21-35 Criminal Index): You are exonerated by a decent margin, and suffer no more personal attacks from the press. Nerv is awarded 1d5 surplus by the court from the UN for 'legal costs'.

Pyrrhic Victory (36-50 Criminal Index): The ICC finds insufficient evidence to convict you and you are freed, but considered widely to be guilty and suffer personal attacks for months to come. Nerv is awarded 1 surplus by the court, a small relief compared to not being convicted.

Loss (51-75 Criminal Index): You lose the case by a small margin, and are banned from piloting an EVA for any reason for the next 1d10 months unless a 10 surplus fine or a burnt fate point is paid for release. If, during this time, you pilot any EVA you will then be imprisoned in a UN facility for the balance of the sentence as in 'Dramatic Loss'.

Dramatic Loss (76-90 Criminal Index): You lose the case badly, and are sentenced to imprisonment for 1d10 months. During this time your character may not participate in normal sessions unless 10 surplus is paid to be released, a fate point is burnt, the character is released due to major circumstances, or simply breaks out alone or with help.

Disastrous Loss (91-100 Criminal Index): Between the magnitude of your crimes and the ham-fisted defense you put forward, you lose drastically and are sentenced to death for your horrendous crimes against humanity. Your character will die unless you burn a Fate point to appeal to have your sentence ameliorated to 'Dramatic Loss' as above.

Comprehensive Loss (100 or above Criminal Index): The only thing graver than your atrociously poor conduct at trial is the inhumanity of your crimes. Your name goes down in history alongside Stalin, Hitler, Mengele, and Pol Pot. You are sentenced to death with incredible vehemence, and burning a Fate Point will only have your sentence ameliorated on appeal to life imprisonment until major circumstances permit you to pilot again. Such is the public outcry at your monstrous acts that the entire Nerv facility you serve at is brought to trial for allowing you to carry on. Each pilot as well as the OD is sentenced to 1d10 months imprisonment as under 'Dramatic Loss' for not preventing your horrific crimes.

The sentencing may seem harsh in the last of the entries, but is proportionate to the amount of brutality on the part of the pilot and inability at establishing a proper defense from the OD. If all the pilots and the OD are imprisoned in this way that branch of Nerv will be quietly shut down or have its staff replaced as the organization proper martyrs your group.

It goes without saying that outright leaving someone outside of the game is a bad idea, and they should be given something to do in their new homely detention facility, or given an alternate character to play.

The 3 Arrows

The conflict against the Angels is, indisputably, the most important in human history. Never has so much depended on so few, and children at that! But often, the biggest impediment isn't the age itself of the children, or even their combat (in)experience. Rather, it is the fact that their age makes them act like, well, bratty kids.

Under normal circumstances, this would be all fine and good. But when the pilots are actually in control of the Evangelions and are fighting the Angels, such immature squabbles are deadly. Humanity cannot afford hesitation and mistakes in combat based on such childish feuds, and every order the pilots ignore to go off on their own is one that could be the difference between success and failure.

Ideally, the Operations Director would be responsible for keeping the children organized, cooperative, and from tearing each other's hair out. However, players being players, this is not always enough. If things have clearly gone beyond the Operations Director's control, then the Nerv Commander might seek to rectify the problem by using Nerv's vast resources to bring in an outside consultant. You could say he is a specialist in this field.

Under this scenario, the players are put under the jurisdiction of an outside consultant who will teach them how to work as a team.

Your Consultant

A specific NPC is not provided for the role of the consultant. Rather, you should construct him, and the lesson he espouses, to fit your players and campaign. Perhaps he is an incredibly pacific child psychologist that brings to mind Fred Rogers. Perhaps he is a hardened combat veteran that, in his retirement, has taken up motivational speaking. Maybe he is just a surprisingly spry old man who spouts off sage sounding koans. Aside from their name, personality, and other obvious factors of creating such an NPC, there are certain aspects somewhat unique to the consultant that need to be considered:

Authority

Just how much power over the players does this consultant have? Presumably, the consultant has temporary dominion over the pilots themselves, at least while out of combat. Otherwise, how ever will he conduct his unorthodox lessons? But what about the Operations Director, and other Nerv staff that support the pilots? Are they similarly under his control, at least until the alarms begin to ring? If they are, just what can he and can't he do to see his bizarre goals met?

Discipline

If the pilots had an inherent respect for authority, they likely would not be in this scenario in the first place. Even without that, players tend to be an unruly bunch and do not take kindly to being told what to do. If a pilot openly resists or refuses to cooperate entirely with the consultants teaching, the consultant may need to take retributive action. If the pilot, god forbid, physically confronts the consultant? Some sort of punishment will definitely be required, lest the consultant's authority be totally invalidated. It should, however, be something that doesn't remove the player from play (like solitary confinement) or otherwise exacerbate the problem by making the player feel trivialized.

Give with one hand…

At the introduction of the consultant, have the new NPC give little incentives to each pilot in the form of a promise to some fun place off base. Like the zoo, an amusement park, boat ride, or maybe even a trip to a fancy restaurant. What is important is that those pilots who cooperate get rewarded more than those that refuse to play along, and true disobedience may even exclude the unruly pilot from the expected reward altogether.

Alternatively, you could offer special or extended privileges and freedoms to the cooperative characters, allowing them to stay up or out later, visit friends, or stay home from school once a week to play video games.

Environmental Tampering

If the pilot(s) act out aggressively toward the consultant, they might choose to ''impose a calmer living situation'' on their lifestyle to make them more at peace. This ominous declaration ends with them redecorating the pilot's room and entry plug to be more ''cheerful'' and ''calm''.

Pastel colors, rainbows, smiley faces and everything else you might imagine in a children's book have replaced everything they have grown accustomed to. Just how far this goes is up to you, but the pilot will likely find that all of their normal clothing has been replaced as well.

A Test of Strength

For particularly violent pilots, if the consultant is of a military background they might give the kid the opportunity to challenge their authority in a more direct fashion: some form of boxing or martial arts match. Using years of experience and a longer reach, it should take relatively little effort to lay out a mere 14 year old. Once the pilot has ended up on their back once or twice, they should be far less enthusiastic about confronting the consultant physically.

The Lesson

The central focus of this scenario is the lesson that the consultant is trying to drill into the pilot's heads. It would not be unfair to say that the consultant NPC itself is, for all their quirks, a delivery system for this message, and it is the impact of the message that is likely to persevere long after the NPC leaves the base.

However, the lesson passed on in this scenario is more than just words, it is the focus of its own tiny arc. The consultant tells the pilots his cryptic message, and then concocts a unique lesson plan that inconveniences the lives of the pilots as they are forced out of their normal routine. Then, the next Angel attack is built around a puzzle or strategy that requires the pilots to make use of the lesson to beat it. Only then is the lesson over, as the pilots have demonstrated it's teachings in the field.

If a GM so chooses, the consultant could stick around and cover multiple lessons in this fashion, to really hammer home the teamwork.

GMs are encouraged to think creatively and come up with new lessons, as well as exercises and Angel fights that reinforce them. However, it is a weird sort of process, so take inspiration from some examples below.

Each lesson comes in 4 parts: the words of the lesson itself, how it is taught to the pilots on the ground, the associated Angel, and how to beat it.

"If you want to work together better, walk a mile in another's shoes"

This lesson is based on the pilots being unable to work together because they can not, or will not, empathize with each other.

The Exercise:

To better facilitate this emotional understanding, the consultant has concocted a bizarre exercise in which the pilots are forced to dress and act like another member of their team. The rest of Nerv staff has been instructed to do everything in their power to treat each pilot as the character they have dressed up as instead of their normal selves. Which roles are assigned to what pilot could either be chosen by the consultant/Operations Director to have each pilot dress up as the other character they get along with the least, or it could be chosen randomly. Whether or not the Operations Director themselves is obligated to participate depends on whether or not the consultant feels that the OD is also in need of the ''empathy training''. Players should be encouraged to take advantage of this unique roleplaying experience, and rewarded for especially accurate or amusing interpretations of their fellow pilots. Handled well, this is sure to be an event your players, and their embarrassed characters, will not soon forget.

The Angel:

To reinforce this lesson, it is recommended that you include an Angel that forces the pilots out of their most obvious comfort zone in battle: their own Evangelions. This Angel has adapted itself to the specific AT Field patterns used against the previous Angels, and as such cannot be neutralized! This will certainly provide an issue for the pilots, until the Magi formulate a solution: the players can neutralize the Angel if they use a different set of AT Field patterns, such as would be generated by a different combination of Pilots with Evangelions. How this changeover is implemented is up to you, but since the battle has already begun the pilots will likely be tight for time. The pilots do not necessarily have to use the Evangelions belonging to the players that they dressed up as earlier in the scenario, but it would have a nice symmetry to it if that was the case. Once the pilots have swapped Evangelions, and had a chance to adjust to their new machines, dispatching the Angel should be a simple matter.

"One shield is a piece of metal. Two shields is a wall."

This lesson is based on the pilots being unable to work together because they cannot work toward a common goal.

The Exercise:

The pilots are put through a grueling exercised designed to force them to work together to succeed. The consultant has set up a modified water cannon, the same kind used by riot police, in a narrow room with only one exit. The water cannon is positioned between the pilots and the door, and the pilots are given a number of metal or plastic shields they can use to defend themselves. The goal of the exercise is to reach the door.

However, the pressure of the water cannon is such that even a physically fit pilot is not strong enough to prevent themselves from being pushed to the ground by it. Simply remaining standing under the brunt of the cannon requires 2 degrees of success on a Strength Test, and managing to move forward 1 meter requires an additional 2. If the pilot falls down, or fails by multiple degrees of failure, the pressure of the water likely pushes them back and negates any progress they have made.

To beat the exercise, it is intended for the pilots to lock shields, and work together as a group to press forward, combining their degrees of success to move as one. Though this is the intended solution, there are likely to be others. However, if the pilots manage to find a solution that does not involve the shield lock, but still involves teamwork? Consider the exercise to be a success.

If, by some means, a single pilot manages to force their way to victory alone? They should be considered to have failed the exercise, as they left the rest of their team behind.

The Angel:

To make the pilots rely on each other to win, the Angel might use a perceptual block on its target each round to prevent them from reacting. For the target of each attack by this Angel, the poor Evangelion that is to be attacked cannot see the attack coming at all. As they have no idea they are being attacked until they have already taken damage, they are unable to Parry or Dodge.

However, this perceptual block is focused on the target of the attack. Other nearby Evangelions can see the attack happening, and either warn the target, attempt to block the attack themselves, or push the targeted Evangelion out of the way at the last second. Regardless of the description, while the targeted Eva cannot Parry or Dodge for themselves, an adjacent Evangelion can choose to Parry or Dodge for a nearby ally.

If the Evangelions intend to survive this fight, they are going to need to defend each other.

"Don't think about where your hands and feet are. Just know."

This lesson is based on the pilots being unable to work together because they never actually think about what the other pilots are doing, thinking only of their own actions.

The Exercise:

To increase the pilot's awareness of each other, the consultant has reserved a single apartment room. All of the pilots (regardless of number, age, race or gender) are instructed to live in this tiny single room apartment. There are no beds, the pilots must sleep on the floor. There is only one bathroom, and the door to it has been removed. The pilots will be forced into constant and personal close proximity to each other, to the point that at any given moment they are uncomfortably aware of the movements and actions of every other pilot.

They are sure to hate it.

The Angel:

To reinforce this lesson, use an Angel that renders the pilots, or their Evangelions, temporarily blind. Or perhaps they simply consider all other Evangelions to be invisible. Regardless of how this impairment is implemented, the key fact is that the pilots are unable to tell where the other Eva's are by sight alone. While this might not seem at first to be a huge impediment, if the pilots choose to act normally under these circumstances they will inevitable end up running into each other, tripping over umbilicals they can't see, shooting their allies in melee when they targeted the Angel or catching allies in blast zones of attacks.

The pilots will have to closely coordinate their efforts to attack the Angel without getting in each other's way, or know where the other pilots are by sheer instinct. Constant radio contact, hit and run attacks to deal damage and get out of the way, and use of AT Ping to confirm the positions of allies are all valid solutions to this puzzle.

It is recommended that, in this encounter, the players are denied the use of a battle map so they have as little information out of character about the positions of their allies as they have in character.

"In a team, everyone must be responsible for their own actions. Otherwise, the team as a whole is irresponsible."

This lesson is based on the pilots being unwilling to cooperate because they have never considered what cost their petty rivalries and headstrong actions carry.

The Exercise:

The consultant has ordered a ''field trip'' of sorts for the pilots. For a day, the pilots are sent out to visit a battleground they have fought on previously in their Evangelions. This is preferably in a city, town, or other developed area, and it may even be a section of the Base of Operations itself. Ideally, this would be the site of a battle where they caused significant collateral damage.

The pilots will be given a grim tour of the battleground, and shown the devastating results of damage they deal to their surroundings and never notice. Crushed offices, burned homes, and somber families gathering up what they can are all encouraged for inclusion. Afterwards, the pilots are instructed to assist in the rebuilding effort, such as helping repair teams put a building back together. Show them the effort it takes to build a house, and then ask them how many homes they have personally destroyed.

The Angel:

This Angel should be designed to bring the consequences of the pilot's actions directly to their attention. The Angel has taken up position inside of a developed city away from the Base of Operations, hiding amid skyscrapers to prevent long distance attacks against it. Worse yet, the Angel seems to emit some sort of hypnotic effect. Rather than flee and evacuate, the inhabitants of the city have filled the streets and are simply standing there, totally lacking self-preservation instinct.

The pilots will have to move carefully, and keep collateral damage to a minimum, to prevent this from turning into a bloodbath. Which is very much in their best interests, as the Angel has one last trick up its sleeve: it transmits the pain and trauma suffered by those under its sway to the pilots, forcing them to feel like they are being crushed with every civilian they mistakenly step on.

To represent this effect, use the following counter system:

- 🐫 The counter for each individual Pilot begins at 0.
- 🐫 If an Evangelion takes a Half Move or Full Move action that moves more than half the normal distance allowed for that move, add 1 to the counter for that pilot as they carelessly step on civilians.
- 🐫 If an Evangelion uses the Charge or Run action, add 2 to the counter for that pilot and 1 to the counters of all other pilots as they leave a red trail behind them.
- 🐫 If an Evangelion causes collateral damage by any means, they add that much the counter for that pilot and half that amount to the counters of all other pilots as collapsing buildings and explosions cause massive injuries.
- 🐫 The Angel does not have a counter for itself, but actions it takes can raise the counter for all other pilots if it would carelessly move or cause collateral.

The effects of this counter are as follows, and apply to each pilot individually based on their current counter level. Every time a player's counter goes up, apply the effect of the range they have fallen into, unless they have already had that specific effect applied to them.

Counter	Effect
1-4	Roll on the Trauma Table with an unmodified 1d100.
5-7	Gain 1d5 Insanity.
8-10	Roll on the Trauma table at a +30 bonus.
11-12	Gain 1d10 Insanity
13-15	Roll on the Trauma Table at a +60 Bonus
16-19	Gain 1d5 Insanity and test Willpower or be Stunned for 1 round.
20+	Roll on the Trauma table at a +90 bonus.
30+	You go into shock and effectively pass out.

Horror

Before the obligatory implied comparisons to other tabletop games are formed, we should establish that Adeptus Evangelion is not primarily a horror game and in fact Evangelion itself ranks quite low in the scale of horror, save for some particularly gruesome scenes of gore and suggestions of fates worse than death that may or may not involve what is referred to as 'body horror'.

Adeptus Evangelion, however, can do good horror games. The mechanics of DH aren't perfect but they work just fine enough for that purpose. The nature of longer-lasting characters that slowly have their beliefs and sense of identity eroded with every other encounter makes for an ideal tense environment where you can't tell who's going to snap first. Or when.

These Scenarios have the same basic elements: A proactive need to investigate and press further on with a time limit, a sense of dread from unknown or poorly understood threats, and no mercy regarding any mistakes on the parts of the players. The degree at which each of these occurs varies with each Scenario.

Nightmare in the 8th Dimension: The entirety of Nerv HQ has been trapped in a Dirac Sea. Strange spacetime bending phenomena haunt the halls of the Geofront, and any misstep could easily prove lethal against the cold, vast vacuum outside.

Polarity Shift: A city has been encased in a zone of strange physics similar to an Anti-A.T. Field, and has been expanding at an alarming rate. The Evangelions are sent to investigate and put a stop to this, but their very presence causes the area to become unstable, and if they waste too much time, they will die with the Field and the City it holds hostage.

The Boneyard: An abandoned Nerv research and development facility has become active on its own, all the players have absolute orders to put a stop to whatever has reactivated the locale. The shadier activities of Nerv are brought to the forefront, as the players are constantly treated to visions that, sometimes, hurt as if they were real.

Nightmare in the 8th Dimension

It's a common viewpoint that the proper use of Dirac Seas is the solution to any problem. After all, what can't you defeat simply by throwing it into another universe and never having to deal with it again? It's a splendidly effective tactic if it works. And making it work just takes power.

Unfortunately for you, the Angels have power to spare. It begins with a strange emergency. Lights in the sky. Dangerous electromagnetic activity. An unknown, omnipresent A.T. Field event. Every Evangelion in Nerv's cages suddenly activating at once. The details are up to you, but the important part is that all of the pilots are rushed to Nerv under the looming threat of something unknown and powerful.

And then, once inside, Nerv HQ is wiped off the face of the Earth. This isn't a joke. All of Nerv HQ is gone. The whole facility. Yes, even the underground parts. Did you have a Geofront? That is gone as well.

All of this has been absorbed into a Dirac Sea by a Leliel-esque angel, or perhaps even Leliel itself if you are playing with the canon Angels.

But being ripped from existence isn't enough of a problem for Nerv, not by a long shot. The new location they find themselves in is dangerous: similar to outer space, it's a vacuum of unknown size. Nerv's lockdown procedures, emergency seals, armor layers and structural integrity are well designed to stand up to Angelic attacks, explosives, chemical, biological and radiological weapons. They can stand up to a vacuum.

But even so, many outer sections of Nerv failed to seal in time, resulting in a massive loss of life as those sections vent their contents.

The pilots are, thankfully, safely inside a sealed section of Nerv. But they are nowhere near their Evangelions. For the sake of the session, the GM should engineer the situation so the Operations Director is with them as well, otherwise their ability to participate in the session would be greatly reduced.

You are inside Nerv HQ, trapped in a Dirac Sea. Vast sections of Nerv are damaged, without power, or even without air. Communications are down and the remaining Nerv staff in position are directionless and afraid. As if that's not enough, the very space you are in is your enemy. Time and reality care little for your preconceptions of how they should work and something vast has the whole facility in its grip, striking blindly to cripple its prey or find its target buried deep inside.

It's time to do what you do every time an Angel attacks: get to your Evangelions and prepare to fight. But today that is going to be harder than it sounds.

The Slower Path

The stress of the dimensional transportation will have knocked the characters unconscious, if only briefly, and when they awake things will already have begun to take a turn for the worst. Communications are down, to the point that even normally reliable radios or phones get less than static. The lights flicker and the floor trembles from some distant, unseen trauma. You didn't have the time to reach the Command Deck or Evangelion Cages and getting to them is now your greatest challenge.

Your journey is impeded by the fact that the facility itself is in a state of chaos which is made even worse by the Angel's further attempts to destroy Nerv. To succeed, the players will need to make their way to key areas of the base to retrieve their Evangelions and prepare to fight the enemy. To do this they need to make Progress.

Obstacle Events are things that will plague the players as they make their way through Nerv. They represent physical barriers to their progress, or inconvenient events.

Many of these Obstacle Events are the result of damage taken by Nerv, such as the Angel making an attack against the building in the same area as the pilots, or a negative effect of the Dirac Sea itself (which exists outside of normal time and space). Successfully defeating certain obstacles will grant the players Progress, but failure could have lethal results.

In keeping with the bizarre nature of time and space within the Dirac Sea it is heavily encouraged for GMs to use the following to heighten the horror: should any character be forced to burn a Fate Point to survive an event, allow the Fate Burn but still describe the character's death as normal. Soon afterward have the group encounter that same character alive. This doppelganger is a parallel version of the dead character who lived the exact same life right up until Nerv HQ was absorbed by the Dirac Sea, but whose life since then has progressed differently. Kind GMs may take this opportunity to provide the 'resurrected' character with information or equipment that they did not have previously.

Don't feel that you need restrict yourself to only the following sample Obstacle Events. If you have your own plans for threats inside of the Dirac Sea (such as an Angelspawn encounter or a fiendishly clever puzzle room of your own design) by all means make use of it.

The players may find that they are unable or unwilling to overcome a given Obstacle Event. If so, they may try to find a way around, prompting a new roll on the Obstacle Event chart and losing 2 Progress. If the group ever has -5 or less progress they have wasted too much time and the Angel has won. What this means for your campaign can be anything from a total party kill (everyone burns a Fate Point and only plot saves them), the Angel stealing whatever they wanted from your base's Terminal Dogma equivalent and/or starting Third Impact, or something far more insidious.

Roll Result	Name	Progress
01-05	Prism Room	-(1d5-2)
06-15	Zeno's Hallway	-1
16-25	Ash Like Snow	-2/+2
26-50	Phase Out	+1
51-55	Lead the Way	+1
56-60	The Corpse	+1
61-65	Timesplit	+1
66-70	Territory Event	+1
71-75	Hallway Collapse	+2
76-80	Broken Elevator	+3
81-85	Blast Door	+4
86-90	Angel Attack	+4
91-95	Variable Gravity	+0, Reroll
96-00	Power Loss	+0, Reroll

Goal	Progress Cost
Store Room	2
Armory	3
Security Station	3
Medical Station	5
Command Deck	10
Evangelion Cages	10
Terminal Dogma	15

Prism Room: The players find their way blocked by a room made frustrating by its deceptive simplicity. The light in this room is bending, showing the characters a false location of every space and object. Attempting to pass through this room results in a number of minor injuries due to colliding with objects that aren't where they appear. Every character that attempts to pass through this room may not test skills of any kind in the room (they fail automatically as they base their actions on false information). The players lose 1d5-2 progress as they must use trial and error to find their way out, a time consuming effort. That is, unless the characters figure out the secret: to close their eyes and feel their way through the room. If they figure this out quickly enough reward them by deducting no Progress, but awarding none either.

Zeno's Hallway: The players find themselves trapped for some time in a hallway that, despite moving forward, they never go any further down. -1 Progress.

Ash Like Snow: The players find an area ahead of them that is covered in a thick cloud of ashes amidst white smoke that refuses to clear away, it's not enough to damage anyone's lungs, but it is annoying and renders everyone blind. The hallway seems to become a formless space, taking turns and changing its dimensions around the group as they move. Occasionally, the players might hear a soft grinding noise, and perhaps even catch a glance of something moving. The group will exit the darkness not on the other side of the hallway they entered, but in another part of Nerv HQ entirely. There is a 50% chance of the party gaining or losing 2 Progress from this new change in position. Any lost character winds up in another part of Nerv from the rest of the group and must find their way back on their own.

Phase Out: The lights flicker off and each player must Test Willpower. When the lights come back on a moment later all the characters who failed are apparently gone. The characters that failed are still present, but cannot be seen, heard or interacted with by any that passed. They can still see, hear and interact with the others that failed, as well as see and hear (but not interact with) those that passed. Characters that have phased out remain out of phase until this Obstacle Event is rolled again or until 1d5 more Obstacles are passed, whichever comes first. Characters that have phased out will sometimes see... things, such as bizarre shapes or flickering living shadows moving about the base. Sometimes, the shadows might even look back. The group gains 1 Progress.

Lead the Way: Have all players Test Awareness. Should any of them succeed they realize that they are being followed. If they are quick or clever they can discover that they are being followed by a haggard-looking duplicate of either themselves or an NPC they know. If pursued or confronted, the follower vanishes. The group gains 1 Progress.

The Corpse: The players find a body wrapped up in a blanket in a room or hallway. On closer investigation, it is a member of the group (chosen at random, for fairness' sake), except naked and having obviously died of starvation. Being confronted by their own corpse results in 1d10 Insanity for that character. The group gains 1 Progress.

Timesplit: Choose a player at random. At some point their character will slip out of sight of the rest of the group for just an instant, at which point he or she will vanish completely. They are found in the next room you enter, unconscious. When awoken it is revealed that from their perspective everyone else vanished and they spent hours wandering alone, trapped in the same few rooms and hallways before eventually collapsing from exhaustion. They are fine now, but gain a level of fatigue for their trouble and are in dire need of a drink of water. The group gains 1 Progress.

Territory Event: Some invisible wave washes over the group, causing their heads to ring and their vision to blur. What just happened is unclear, but it has shaken the characters. All players lose 1d5 from their Ego Barrier. The group gains 1 Progress.

Hallway Collapse: The hall ahead of the players is simply blocked by debris and rubble, the concrete stained an unfortunate dark red in some places. Getting through will not be easy and requires explosive charges to deal 30 or more damage to clear a way through. No matter how much damage is done other attacks of any kind simply will not clear this rubble. However, the hallway may be unstable. If an explosive is used there is a 20% chance that the ceiling collapses even more. Anyone within 1d10+10 meters of the rubble takes 2d10+4 damage as the roof meets the ground, themselves somewhere in the middle. Successfully passing this obstacle grants 2 Progress.

Broken Elevator: The players need to descend a level and they found an elevator to help them. Unfortunately it doesn't work. Someone must first succeed on a Strength Test at a -20 to pry open the metal doors, exposing the open shaft. Then, they must find a way to descend in a controlled manner, which will probably require rope or something like it, followed by a Climb Test and another Strength Test to open the door on the next floor down. A single explosive charge may be used in place of a Strength Test to automatically open the doors. Should any descending player fail their Climb Test by one or more degrees they fall to their deaths. Successfully passing this obstacle grants 3 Progress.

Blast Door: A standard Nerv Blast Door made of heavy reinforced metal blocks the most direct path as part of the emergency lockdown. It will not be easy to pass. The player's Nerv ID cards are of insufficient clearance to override the current state of emergency and even the Operations Director must perform an Intelligence Test at a -10 to remember the verification codes or otherwise make a Tech Use Test to bypass the door. If the Operations Director is deprived of their ID card the Tech Use Test is at a -30. The only other way to pass the door is to destroy it, though the door has 20 wounds, 8 AP, and is immune to anything that isn't an explosive, making it no simple task. To make matters worse sometimes the blast door is sealed for a perfectly good reason. There is a 50% chance that the area on the other side of this door has depressurized and is without air. The pilots will need to cross a distance of 3d10 + 20 meters to the next sealed door and open it in a similar method to pass this obstacle, all the while suffering the full effects of vacuum according to the Dark Heresy rules for such. Abandoning this Obstacle Event at any time incurs an additional -2 Progress penalty. Successfully passing it, whether the other side is vacuum or not, grants +4 Progress.

Angel Attack: The players are in a random hallway when the unthinkable happens. With a great crash some massive limb or beam of energy blasts through the wall, floor or ceiling. One player at random has a Blast (1d5+1) attack centered on them, which must be avoided or they take 1d100 damage from a glancing blow of the immense attack. Immediately the room begins to vent air through the massive breach and the surviving characters must make it to the end of the hallway and close the Blast Door there to seal it (requiring either the Operation's Director's Nerv ID Card or a successful Tech Use Test). However, the rush of air is a powerful force, and each character must Test Strength simply to move forward at all, only able to move at half speed if they pass. After 1d5 rounds the hallway is treated as being in a vacuum, and all such effects apply. The survivors get 4 Progress.

Variable Gravity: Something is wrong with this section of Nerv, and it's not structural related. Roll again on the Obstacle Event chart and then Roll 1d10. On a 1-5 the section of Nerv is treated as a Low-Grav world. On a 6-9 it's a High-Grav world. On a 0 the players can walk on the walls and ceiling as if they were the floor. The gravity rules for DH can be found on page 213 of the DH core rulebook.

Power Loss: Roll again on the chart, but whatever happens is in a section of Nerv with no power, and unless a light source can be found all characters are treated as blind

Destinations:

Once the players have gained sufficient Progress, they may spend some or all of it to say that they have reached a destination. Since this adventure takes place inside of Nerv HQ the layout will obviously change drastically from campaign to campaign. In light of that, instead of attempting to guess how you have designed your Nerv HQ we will instead provide suggestions of what the players might find at their destination that you may use, modify or ignore at your leisure. You may similarly add new Destinations with their own Progress costs to suit the needs of your base or plan.

Storeroom: A simple Nerv storage room or supply closet with a locked wooden door as the only deterrent. Once inside, the players may help themselves to the contents, gaining 1d5 mundane items of their choice that may not be weapons or armor. The GM may veto any item choice at their discretion, though rope and flashlights should be available.

Armory: The players reach a locked metal door comparable to one of the blast doors designed to seal the hallways. A Nerv security badge or the Operations Director's Nerv ID will unlock it. Inside this small room are 1d10 sidearms, 1d5 assault rifles, plenty of ammunition for both and 1d5+1 Demolition Charges (as in page 150 of DH).

Security Station: This small booth made of metal and glass is located at one of Nerv's major internal intersections and serves as a node in the larger security network. Alarmingly, the door is open and the guard stationed here is nowhere in sight.

Inside the security station is a hardline phone to the Nerv command deck, which may or may not work at the GM's discretion. Similarly, there are monitors that can be used to check the feeds from numerous security cameras in the surrounding hallways which may or may not be used to gather information at the GM's discretion. There is, however, a Nerv security badge and possibly emergency supplies.

Medical Station: One of the many small emergency stations in Nerv HQ, this is little more than a large closet with medical supplies used for rapid medical response to those injured who are too far from Nerv's actual infirmary. Inside the players may find bandages, painkillers and other such tools that can be used by someone trained in Medicae (who gain a +20 to rolls when using the Medical Station). The materials here might be used to stop Blood Loss, or remove a single level of Fatigue per person.

Command Deck: When the players have reached Nerv's Command Deck feel free to use one of the following suggestions:

> 🐾 The Command Deck is in chaos. With communications down, all personnel have flooded Nerv Command in person to receive orders and demand explanations. The OD will have to handle the mob before any work can be done…

- The Command Deck is abandoned with a post-it note proclaiming that the staff has retreated to a backup- Command Deck. It will require an additional 3 Progress to get there.
- The Command Deck is structurally fine, but populated by flickering shadows of the Command Deck crew. You can see them, but not hear them. A character who attempts to touch one of them inflicts both 1d5 wounds to themselves and the crew member.

Evangelion Cages:

When the players have reached Nerv's Evangelion Cages (or a similar area of the Base of Operations), feel free to use one of the following suggestions:

- The Evangelions are already active, but remain locked in place with no engineering crew to facilitate their release. Once the players are inside each Evangelion must Test Strength to free themselves before they may continue.
- The Eva Cages have lost power and the team of engineers sent down to active the backup generators manually never came back. Guess what you have to do…
- A black, phantasmal thing inhabits the Evangelion cage, wrapping itself around the Evas with dark tendrils. Its purpose is unknown, but you will have to find some way to force it back if you want to use your Evas.

Terminal Dogma:

When the players have reached Terminal Dogma (or a similar area of the Base of Operations), feel free to use one of the following suggestions:

- The thing stored there is in the grips of a black, phantasmal thing. It may or may not already be active in some form.
- A large black sphere exists in place of what you expected to find. Is this the core of the angel? Or something else?
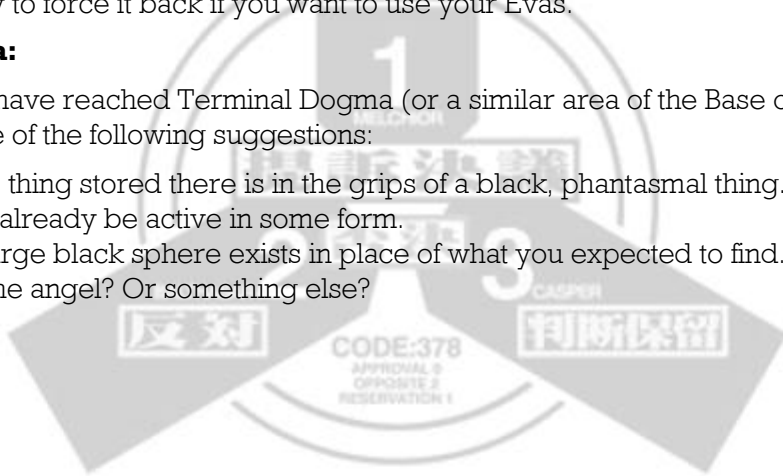
Getting Home

Once you have successfully reached your Evangelions and prepared Nerv for the fight to come it's time to destroy the Angel and go home. However, that is not as simple as it sounds. In a way, the very Dirac Sea Nerv inhabits may very well be the Angel itself. GM's are encouraged to select one of the following options as their chosen option for returning the players home.

- Somewhere in this extradimensional space is the Angel's core. They just need to find it and destroy it, though the angel's ability to influence time and space will not make that easy…
- Self destructing an Evangelion Core to collapse the Dirac Sea, requiring fine-tuned control of the process by the MAGI and the burning of a fate point by the pilot of the unit used. Failing to burn Fate means that the unit is not salvageable afterwards.
- Making use of whatever is held inside of Terminal Dogma. The details are up to you, though if the players have not been made aware of what they are guarding yet this could be your grand reveal.
- Generation of an Anti-AT Field.
- Your A.T. Tactician manifesting a Dirac Jaunt and burning a Fate Point in the process to collapse the Dirac Sea and return home.

It should become obvious after a quick read that this Scenario can be incredibly lethal. Its placement in the campaign and the rewards for success should thus be adjusted accordingly. Consider the following options:

- -Awarding everyone one Fate Point, whether they've had to burn or not during the Scenario.
- -Make the characters age considerably during the experience, this naturally shores up for some of their most immature qualities, giving them a boost of +5 to their three lowest Characteristics (other than SR).
- -Provide experience as if getting to the Evas was an Angel encounter in itself, essentially doubling the amount of XP usually provided.
- -Count up the sum of their total Progress earned during the course of the Scenario and add it to their final Research after the fight, as being literally stuck in a pocket dimension has given the Science Team a ridiculous wealth of data on things only vaguely considered theoretical until then.

Polarity Shift
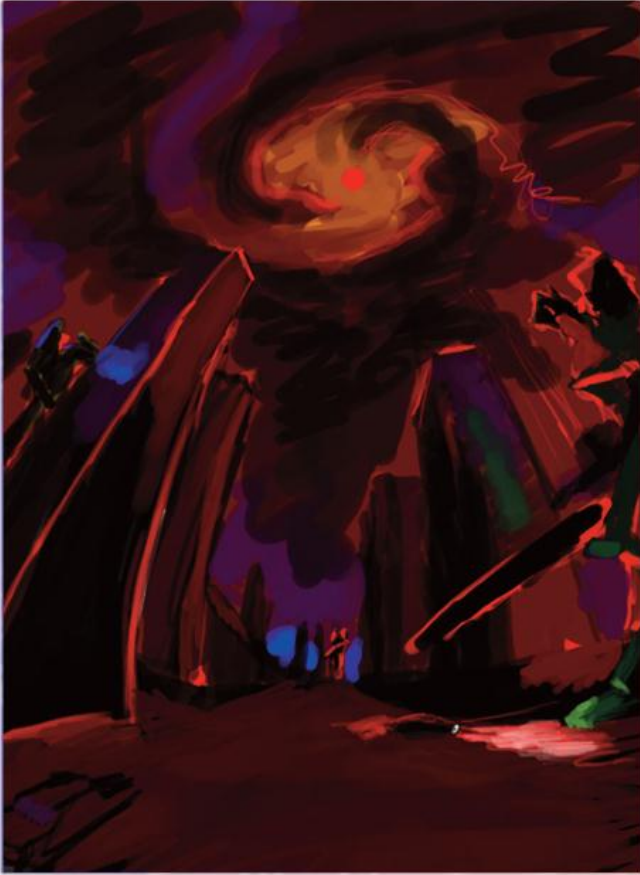
During the last battle, a pilot or Angel resorted to using an Anti-AT Field close to an inhabited city, despite the dangers involved. Despite the victory, the aftereffects of the Anti-A.T. Field have somehow persisted, resulting in most of that city being enveloped within a 5 kilometer radius sphere. The sphere (dubbed the Anti-Territory Zone) blocks all vision and sound from inside the city, and exploratory teams sent to investigate have universally failed to return.

The field seems to somehow be altering local physics, and to make matters worse it seems to release a strong burst of an unknown form of energy every five minutes.

The pilots have been dispatched into the Field to investigate exactly what is going on, as the A.T. Field is the only known form of protection against these phenomena... but will also trigger them to become increasingly more powerful.

The pilots may also find personnel, material, and civilians to rescue, but the primary goal is to establish the cause of the Anti-Territory Zone and, if possible stop it.

Be careful. Due to the uncontrollable forces in the area, contact with the outside will be difficult once you enter the Anti-Territory Zone. Pilots will not know of this until they themselves enter as the phenomenon is impossible to fully understand. This loss of communication may be partially prevented, such as by spending an IOU (R&D) on highly specialized gear, but considering its necessity will not be known until after the fact this is doubtful to be of much help.

The players will enter the Zone, and quickly be cut off from all communication. They will also stop receiving power from their umbilical cables, but this will not cause them to lose power. They will not realize this unless they check. You may put a number of useful materials, or even military equipment and personnel that failed to return, inside the affected area.

Any person found in the area will be extremely hesitant to accept help, feeling the Evangelions' A.T. Fields and recoiling in fear from them. These people may be insane beyond recognition and may even have twisted and mutated forms.

The Zone has had extremely strange effects on the area it covers, so it will help if you describe it as strangely unsettling, particularly the feeling of abandonment and fear it gives off.

In the center of the Zone will be a single dense point of energy. This is a collapsed Anti-AT field in a form similar to that of an Angel's Core, and it is what is causing the Field to exist. The players will not be able to gain much useful information from it, other than that it is most likely the cause of the Zone. An assortment of related Lores will help to distinguish its nature, as will being an A.T. Tactician or Angel Hybrid.

The players can dispose of it by creating another Anti-AT field on it to cancel it out, attempting to neutralize it (necessitating at least a total ATS of 20), by containing that area in a Dirac Sea through any Dirac Sea A.T. Power, or an idea of their own. If they do, the affected area reappears as it was beforehand, minus the people in it that were not found by the players.

This will not be easy. Every five rounds spent in the Anti-Territory Zone and every time the players attempt to touch, shoot, or interact with the singularity point that is its center will create a Polarity Shift. This is a burst of perverse energy that radiates from the singularity and moves in a quick wave outwards, drastically changing the way the local area works. As long as the players have their A.T. Field Spread, this will not cause them undue harm. If they do not, they will take 2d10 Ego damage; the energies of the Anti-Territory corrupting their physical form before they can flash-raise their fields.

Roll on this table to determine the results of the Polarity Shift. If you roll a result you already rolled, add a +10 modifier to all future rolls. This modifier is cumulative.

The duration of the effects varies depending on the particular result.

Roll Result	Polarity Shift
01-25	Lockdown
26-32	Crack
33-39	Gravity Flip
40-46	The Damned
47-52	The Mist
53-63	Agitation
64-71	Inertia
72-80	Nyctophobia
81-00	Negation
100+	The Big One
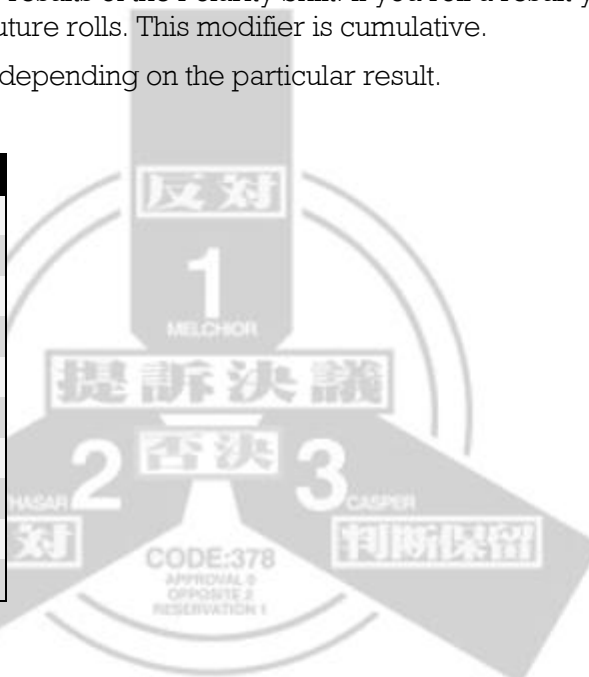
Polarity Shift Effects

Lockdown: The Polarity Shift seems to pull a wave of strange crackling energy in from the outside of the Zone to its center. The Anti-Territory has shifted past the phase of the outside universe, and any interaction with the outside world is impossible. Communications are severed and attempting to leave or enter by normal means is impossible. The quantum disjunction can be torn open for an Evangelion-sized hole by using a Half Action to Test Strength at -10 and Neutralizing for 5 or more. The disjunction will stay open for as long as a player holds it open, requiring them to Test again and maintain the A.T. Power every round. Otherwise it seals itself. This effect lasts until Negation is rolled. If multiple Lockdowns occur, each one must be addressed in sequence to leave the area by normal means.

Crack: The ground seems to have split open in an unnatural way that, the more you look at it, doesn't account for physical stressors or tectonic activity. The ground simply… ends. Only darkness lies below. It may very well be a hole in the world, and it is as big as a large canyon. Evangelions with the ability to fly can cross it easily. Otherwise, they need to jump across with an

Acrobatics test at a -20 penalty, or find a way around (which will provoke another Polarity Shift roll in place of this one, and get you no closer to your objective in the meanwhile).

Evangelions that fall into the Crack may be saved by their Umbilical Cable, if it is still plugged in. It will take another Evangelion rolling a -10 Strength Test to lift them out by their cable, and they will still need to find a way across. If there is no cable to catch them, the Evangelion falls into the crack and vanishes for the rest of the scenario. When the Anti-Territory Zone eventually collapses, the Evangelion will emerge unharmed, though the pilot takes 1d10 Ego damage for their bizarre failure.

Gravity Flip: A wave of light rushes toward you. As it approaches, gravity reverses and you find your Evangelions falling into the air. Unless they can grab onto a nearby sturdy structure for support (a -10 strength test) they ''fall'' 40 dam into the air before the wave of light passes them by... and gravity returns to normal.

Evangelions with some ability to fly (either using A Type equipment or the Float power) may fly through the air back toward the ground to reduce the 40 dam to something more manageable. The Evangelions fall the distance back to the ground once gravity has returned to normal, and take falling damage as appropriate.

The Damned: A Polarity Shift almost too fast to see will pass the players, and leave behind all the citizens that vanished in the Zone. They will carry out their lives as normal, and remain ignorant of the conditions of the Anti-Territory, the presence of survivors found prior to this event and the Evangelions or their pilots. If their attention is drawn to any these, they will acknowledge it, but pay it no mind. They are subject to the altered conditions in the Field, but will not consider any of them at all odd. This effect lasts until Negation is rolled or this effect is repeated; if either one is rolled, the citizens will then all panic and starting running from the Polarity Shift that is emitted from the collapsed Anti-AT field, only for each of them to turn into a red cross of light as it passes them or if they manage to reach the edge of the Zone. On top of this disturbing sight, the pilots must test willpower or suffer 1d10 damage to their Ego Barrier as the strangely aligned energies threaten to bypass the protection of their Evangelion's field.

The Mist: A relatively slow Polarity Shift comes from the heart of the Field. Where it passes, it leaves a dense form of light, almost like a bright mist of a dark reddish color. The players may see shadows the size of their EVA moving in the mist, but only ever from the edge of their vision, and everyone is at a -10 penalty to their perception. This effect lasts until the next roll, if you rolled a 55 it lasts until Negation is rolled instead.

Agitation: The area ahead looks normal by all accounts, but entering it provokes a sudden surge of green lightening that deals damage to a random body location every round. This damage ignores TB and AP, and deals damage equal to the ATS of the Eva's AT Field. It should not take them long to realize that the best defense is to simply lower their AT Fields, which will prevent them from being targeted by the lightening. They best hope, however, that they can make it through this area before the next Polarity Shift occurs, or they will be without the protection of an AT Field.

Inertia: A wave of intensely bright light passes the players. Nothing will have seemed to happen. However, gravity no longer affects the area and everything that even barely moves begins to float, and works just like if using the rules for Evangelion's in space. Players must test Acrobatics to even be able to change direction if they don't have any suitable means to move in 0g. This effect lasts until the next roll, if you rolled a 66 it lasts until Negation is rolled instead.

Nyctophobia: The Polarity Shift passes as a sudden wave of darkness. Dark and light will swap. Any lighted area will become dark, and any shaded area will become light. Anything that

produces light will instead project darkness instead, and anything that shades will produce light. The shadows will slowly take over the visible areas, and the more that time passes, the more it feels like they will be engulfed in it and eaten alive; all the pilots must Test Willpower against Fear (1). This effect lasts until the next roll, if you rolled an 77 it lasts until Negation is rolled instead.

Negation: A particularly violent and visually dramatic Polarity Shift occurs, in a vast wake of indescribable colors and vast sound. When it passes, everything seems to have reverted to normal. All effects rolled until now end. Add another +10 modifier to all future rolls. Choose a player and roll under Halaliel's [modified Perils of the Warp](#) table, replacing Dark Summoning with another Polarity Shift roll, and Warp Feast with The Big One.

The Big One: From the center of the Anti-Territory comes a very slow wave of red energy, giving off a sound like all of reality being crunched. Anything unprotected by an A.T. Field that this energy passes is transformed into something utterly anathematic to description, as the laws that control our universe simply cease to exist. Targets with a spread A.T. Field such as Evangelions will instead receive 4d10 R damage that ignores Armor and Toughness, their pilots will gain that many Insanity Points, and will also remove that amount in points to their Ego Barriers. This wave first covers 1 dam around the Core and exponentially increases in size thereafter every round (2 dam around the Core, 4 dam around the Core, etc.) though it will not go outside the edges of the Zone even if the math would dictate otherwise. Once it has reached the edges of the zone, the entire contents will seem to expand dramatically, then vanish into a pinprick that explodes with a silence that ceases all noise. Anything and anyone that did not escape the Field is utterly lost and nothing short of burning a Fate Point will say otherwise.

Wrapping up

The mission will end with the Core being safely contained or rolling The Big One, whichever happens first. Either way, the results will be dramatic for Nerv, as they must explain what happened and what, if anything, they can do about it. The pilots may be rewarded for saving the city if they contain the breach, and may be punished if they caused its catastrophic loss. In any case, there will be extensive debriefs for all pilots, and the science team will be extremely busy. The wealth of scientific data that comes from studying the events will see the pilots rewarded with 1d5 Research if the city was lost, and 1d10+10 Research if it was saved, as a result of the spectacular breakthroughs in research the data allows plus a bonus for saving off on otherwise dreadful PR costs.

If you feel like raising the difficulty for this Scenario you may include actual enemies within the Zone, such as having the shadows created by The Mist be copies of the Evangelions that attack them. You could also choose one pilot every round and have them suffer the effects of Leliel's Engulf for the duration of Nyctophobia. And you could even do with ditching the table entirely and simply having the effects slowly escalate from The Damned until Negation, and ending it with a combination of Lockdown and The Big One.

The Boneyard

Something has gone wrong in a decommissioned Nerv facility. The facility, responsible for development of the Evangelion and the entry plug, has been shut down for five years without any major incident. Earlier today, contact was lost with all personnel maintaining the site.

Satellite imagery showed unexplained visual and electrical phenomena for a period of an hour before a dense cloud layer emerged over the site. No staff member previously stationed at the facility has been found. A special response force will be dispatched to clear the site for Nerv investigators and science personnel. The OD has been given the job of leading this team in the clearing out of the facility while reporting any exotic phenomena, under the Commander's orders. The pilots have also been assigned to this unit, on the assumption that the agency causing these phenomena may have gained access to dangerous Evangelion technology and material.

However, the facility is far beyond the reach of any umbilical cable. For this mission, the players will receive an experimental N2 Reactor (detailed in Anomalous Materials) that will provide all of them with power to last for the entire Scenario at no cost, additional reactors may be purchased with Surplus.

The Operations Director will be dispatched in a command VTOL overflying the suspect area to ensure this mission runs smoothly and effectively. Part of his mission is to ensure that the Evangelions are returned unharmed as a first priority, and secondly to confirm the cause of this phenomena. The OD will have been informed that this facility was the development and testing facility for Entry Plugs and Evangelions, and that it was closed down five years ago when unknown, but similar phenomena resulted in the death or disappearance of all but a handful of staff on-site.

The Nerv science team believes that the cause of both events has something to do with the death of the genetic mother of the mass-cloned test subjects during a failed demonstration of the AT field. The science team has requested the OD regain test logs from the three independent networks on the site: the Proving Grounds Observation Deck, the Neural Research Mainframe, and any mainframe containing incident reports referencing 'the Pits'. The OD may consider this a secondary priority. The OD is strongly suggested by their superiors to keep these files and their contents secret from the pilots and to not read them past the point where their relevance becomes clear.

The Scenario includes three areas; the Proving Grounds, the Facility, and the Pits. Each one of these areas has its own Anomalous Activity Level charts, describing events that will occur in when Anomalous Activity Levels reach each point.

The characters will reach Anomalous Activity Levels by performing certain actions. Unless otherwise specified, AAL is set per room. AAL Delta is reached by the presence of an EVA, an act of violence in P-scale, or reading unclassified documents in the facility, and will generally result in

strange but passive phenomena. AAL Charlie is reached by an EVA spreading its AT field, unintentionally damaging part of the facility, or reading classified documents, and will cause much more dramatic phenomena. AAL Bravo is reached when an EVA uses an AT power, deliberately damages part of the facility, or reads documents on the events that caused the facility to close, and causes very dramatic and potentially harmful phenomena. AAL Alpha is reached only in special circumstances, but causes very violent and even deadly phenomena.

AAL Alpha causes phantasmal 'horrors' to appear. These are left up to the GM to define, as their nature varies with the secret behind the facility. Some examples are Angelspawn, biomechanical refuse, Lovecraftian horrors, half-human half-Evangelion creatures, rotting children the pilot's ages, shadow creatures, or something related to the overall plot of your campaign. In the same vein, it's up to the GM to decide exactly who can see the phantoms, and their true nature.

Whether all of Nerv personnel can see it, or just the sync-capable pilots, will affect how they react to them. The documents and mainframes players find may contain any number of classified materials, of increasingly sensitive material. Some miscellaneous data may range from Plugsuit design, oblique statements about the Lance or similarly powerful artifact, memos to or from Seele or similar mysterious groups, or other material relevant to your campaign as a whole. This is a great chance to drop clues about the campaign, if you wish.

The Proving Grounds

The Proving Grounds consists of four large 300 dam by 400dam fields, used to field test EVAs. They cover a variety of terrain, with a false city field, a mountainous field, a flatlands field, and a large lake 10 dam deep with a 10 dam by 5 dam pressure tank in it. The facility is in the center of all this, a square and highly fortified building with observation decks looking out over the Proving Grounds.

While the Proving Grounds Observation Deck mainframe has mostly tactical data on E-scale combat, there may be some recognizable names of current Nerv personnel in it, as well as (possibly outdated) information on Angels. By accessing the computer it is possible to shut the simulated combat system down. Once AAL Alpha is reached, it will reactivate and cannot be turned off.

AAL Delta: The pilots will hear sporadic faint noises, shouting, orders, and weapons fire, sounding remarkably like their training. If a character knowledgeable in Nerv training doctrine, such as an OD or a pilot of Neospartan background, can hear it they will recognize it as such.

AAL Charlie: The sounds will come much more frequently and slightly louder. A few very faint training holograms will appear, and seem to attack but will disappear without causing any harm.

AAL Bravo: The training sounds will become constant and at full volume. More holograms appear, now inflicting simulated damage, dealing 1 Wound of Damage at most.

AAL Alpha: Warning sirens sound and the voices start panicking. After a few minutes the voices will only scream loudly and be cut off, replaced by static. Numerous Holograms appear, and now inflict full damage as per a Pallet Gun before disappearing.

The Facility

The Facility consists of two components, the Office and the Factory Floor. The Factory is a 100dam by 100dam space, a massive space occupied by machinery for building E-scale arms and frame components, and is tall enough for the units to enter. There is also an E-scale Armory in a corner, holding weapons as well as quarters for a large security contingent. The Office is a standard office environment that takes up a 10dam by 10dam space in a corner, four levels tall, and can only be entered in P-scale. If the characters are not yet aware of the true nature of their Evangelion, documents in the Office may provide clues. The manager's room will contain a safe with documents referencing the Pits and some of the activities in it.

If the GM is feeling generous, the Armory may contain prototype weaponry, or unique weaponry suited for the Scenario (Such as the example weapons in Anomalous Materials). If you are going to let the players keep the weaponry, you may want to limit the weapons to things that are statistically worse than what they could earn in the near future, or consider carefully how it will impact your game. Some GMs may want to limit usable items in the armory to or, if you want to really challenge the players, only experimental prototypes that explode on use, or worse.

Factory Floor

AAL Delta: The pilots will hear occasional and faint machinery operating at a distance, conversation, and incoherent loudspeaker chatter in the Factory, and military drill in the Armory.

AAL Charlie: The sounds will get louder and more distinct, and faint phantoms of workers will be seen operating the machinery, oblivious to the pilots. Soldier phantoms are standing guard, or doing drills in the Armory.

AAL Bravo: The phantoms can interact with the real world, and show up in full force to operate the machinery, producing real items. Soldiers and two Phantom Evangelions draw real weapons from the Armory and stand watch, or fortify the Armory. The chatter is Nervous and the atmosphere has a tangible sense of fear.

AAL Alpha: Chaos breaks out, alarms sounding and the Loudspeaker advising civilians to flee. The workers panic and run, begging the pilots to help but are overrun by strange insubstantial horrors and slaughtered. The soldiers and Evangelions will defend the Armory against the horrors, but eventually lose. The horrors ignore the pilots unless attacked, and the soldiers will fight back if the players attempt to enter the Armory.

Both sides do full damage, and vanish when hit by any of your attacks.

The Office

AAL Delta: The pilots will hear snatches of faint conversation, and overhear copy machines or computers in the distance.

AAL Charlie: The sounds will get louder and more distinct, and faint phantoms of workers will be seen going about their work.

AAL Bravo: The worker phantoms interact with the office, going about their work Nervously. Conversations will mention 'The Pits' and 'Contact Testing'. The phantoms will give the pilots odd looks, but ultimately ignore them.

AAL Alpha: Alarms sound and the phantoms react with terror, dropping everything and fleeing, or staying to erase hard drive or shred documents. Horrors burst in and begin slaughtering the workers, who will plead with the pilots to save them. The horrors will ignore the players unless they intervene.

The Pits

Somewhere in the Factory Floor, there will be an E-scale cargo elevator that can be activated by keycards found inside the Facility. This will lead about 10 dam down before stopping in the Pits; the scientific and developmental core of the facility. The Pits consist of a 100dam central corridor, parallel to two 100dam p-scale observation decks overlooking vast ranks of synchronization test Entry Plugs. At the end of the corridor are Contact Rooms, containing a single partially-assembled EVA torso bolted to the walls and an observation deck with no means of access evident to the outside. The Observation Decks will each contain scattered and damaged pages from files referring to the nature of the testing and 'the Boneyard'.

At the GM's discretion, the main hallway of the Pits may be lined every 20 dam by a pair of inactive pallet turrets that activate at AAL Alpha, firing upon the Evas, but remember that though they may not pose a threat to Evangelions, they are lethal to any P-scale targets - which may include the OD.

Opening the Entry Plugs manually is possible, and there is an empty Plugsuit in one out of every five. Several of the plugs are still functional, and will open, close, and start synchronization as commanded by their console on the above Observation Deck. Should a pilot actually attempt to synchronize in one of the Entry Plugs, the GM is encouraged to reward such foolish bravery by at least one of the following: an immediate roll on the trauma table as if they had failed their Trauma Test by 1d10 degrees of failure, mental contact with a test pilot who died in the plug, juicy plot hints, 3d10 of insanity or ego, or anything else they feel is appropriate for such creative stupidity.

The Neural Research Mainframe is here in the Pits, accessible through Entry Plug interface, a master control terminal on the deck above the test plugs, and on consoles in the one single inaccessible observation decks in the Contact Rooms. An Evangelion may break the heavy duty windows protecting the observation decks with no test required, and may lift a P-scale human to the window as normal; however such an act would trigger AAL Bravo. The Neural Research Mainframe has many important clues in its encrypted files, but is filled with enough non-encrypted files to encourage the OD to wipe the frame. If, however, the OD retrieves the encrypted files, they will receive major clues to what happened in the facility.

Synchronization Chambers

AAL Delta: Lights illuminate the test plugs. Faint orders for testing and dictation of results can be heard

AAL Charlie: Faint phantoms of the scientists appear, conducting tests and examining results. Faint sounds of children whispering and crying is occasionally heard from the test plugs.

AAL Bravo: The scientists can interact with the equipment, and start panicking over a test result. The LCL pool begins to boil, screams can be heard from the test plugs, and some will begin to leak LCL or blood.

AAL Alpha: The phantoms are attacked by horrors, which proceed to break into the test chamber, tear open the test plugs, and remove phantoms of extremely sickly children. The horrors may be attempting to harm or save the children, depending on the GM.

Contact Room

AAL Delta: Strange mechanical sounds come from the corners of the room, the Evangelion torso appears to shift slightly from time to time.

AAL Charlie: Shadows can be seen moving in the Observation Deck, and unintelligible phrases come over the loudspeaker. The Evangelion opens its eyes, which follow the pilots as they move around the room.

AAL Bravo: Strange skittering noises emanate from the shaft leading to the Boneyard. The shadows in the observation deck move much faster, and alarms begin to sound.

AAL Alpha: Silhouettes of extreme violence are seen in the observation deck, blood spattering on the windows. The Evangelion breaks free and attacks all nearby with phantom limbs, if it manages to break open the windows and make the observation deck accessible, no obvious means of exit from within are visible.

The Boneyard

Inside of the Contact Room, a large amount of flooring has been torn out with tremendous force revealing a 50 dam deep E-scale shaft. At the bottom of this shaft is the Boneyard, a 100 dam diameter, darkened and vast tiled room. In its center lies a vast cross-shaped pit of unknown depth extending 50 dam to each side, and containing literally thousands of discarded Evangelion components.

Anomalous Activity levels in the Boneyard will only change on scripted events taking place.

AAL Delta: This AAL is reached on entering the Boneyard. There is an incredibly oppressive sense of terror about the room, and strange sounds echo without identifiable sources.

AAL Charlie: This AAL is reached on walking 10 dam into the Boneyard. The lights all turn on, revealing an armorless Evangelion at the center of the pit, and is focused on cradling something small. Cries and groans can be heard, as though from a great distance.

AAL Bravo: This AAL is reached on entering the cross-shaped disposal pit. Loud groans begin coming from the disposal pit, and childlike cries and screams are heard without any source from the edges of the room.

AAL Alpha: This AAL is reached on coming within 20 dam of the Evangelion at the center. The Eva looks up, and opens its hands to reveal a badly-burned female corpse. On spotting the players, it screams, and the facility descends into chaos as the Evangelion and the woman collapse, joining the contents of the pit.

All areas are now at AAL Alpha, causing all pilots to Test against Fear (2). Every 1d5 Rounds, 1d5 Evangelion Corpses rise from the pit. They will attack the pilots and attempt to drag them into the disposal pit. The living carpet of animated components that are the crawling contents of the pit will try to swallow any Evangelions that are within.

How long this attack lasts depends on what the GM wishes. Maybe more corpses rise up until at least one Eva has been cast into the disposal pit, or until the players have killed a number of them equal to twice the size of the party. Maybe there is no end to them, and escape is your only recourse. The choice is yours.

Each round an Evangelion spends standing in the sea of limbs it must Test Strength as a Half Action to prevent being swallowed whole and should he or she fail twice in a row, is engulfed. If any Evangelion is dragged inside it will be taken under the surface of the various components, the unit is defeated and only a successful ejection landing outside of the pit will keep the pilot from being killed by the pile as it starts shifting violently. Five rounds later the Evangelion will be expelled outside, it's every component replaced with grotesque and hideous new parts, and the Entry Plug completely crushed.

If all of the Evangelions are dragged into the disposal pit, the Evangelion Corpses and the mass of shifting pieces will stop moving, and an alarm unlike any other heard before in the facility will sound urging everyone to evacuate. Whether this happened or not, once everyone is outside the border fences, the entire structure and its surroundings will be fade out of vision leaving only a featureless plain behind.

No matter what the outcome of the scenario is, their superiors seem to be extremely pleased with it now that the facility is gone. Each Evangelion pilot that didn't have their Unit swallowed by the pit gets 1 Structural Upgrade Point.

Looted weapons and the Experimental N2 Reactor may be kept as well, though they may not be upgraded and if lost or destroyed cannot be replaced.

Evangelion Corpse Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel	SR
50	20	20	20	25	30	30	20	10	100

Location	% to Hit	AP	Wounds
Body	01-00	1	5

Movement: 6/12/18/36
Skills: Awareness (Per), Dodge (Ag)
Talents: Furious Assault, Double Team
Traits: Size (Average), Strange Physiology, Flatten*, Drag**, Rend***
*Flatten: Every time an enemy is hit by your Slam attack, they must test Strength at a +10 bonus or fall prone.
**Drag: This enemy may grab a prone Evangelion and move it 5 dam in a direction of their choice. The most likely destination is to drag it into the disposal pit.
***Rend: This corpse gains a bonus to all melee damage rolls against Prone enemies equal to the number of corpses in melee with that enemy, including itself.
A.T. Field Powers: Deflective Field, Neutralize.
Natural Weapons: Slam (Melee; 1d10+4 I; pen 0) Bite (Melee; 1d5+4 R pen 4)

So what is the deal?

While it's possible to leave the events of The Boneyard a mystery to your players, or as a dangling plot hook to pick up later to fit into the story, many GMs will want to leave clearer clues as to what actually happened, which requires figuring out what happened ahead of time. Listed are a few, but nowhere near all, ideas on this subject:

-The woman seen in the boneyard is an 'Apostle,' a Human/Evangelion pair who jointly evolved into an Angel, and all the phantoms are the last vestiges of her humanity, replaying that scene over and over inside her own head.

-A stealth cloak being tested failed catastrophically, and all humans phased out into the space between time and between dimensions, except for one girl who was testing the Evangelion. Unfortunately, they're not alone there - And the presence of new Evangelions in the area is drawing the 'others' like a beacon.

-This is the aftermath of an attempted and aborted Third Impact that went wrong. Everyone in the facility is now eternally pursued by their own fears, reinforcing their isolationist nature, and preventing unification.

-The entire facility was infested by an angel, which exists in multiple points in time.

-Contact experiment gone horribly wrong. Contact subject (woman in the boneyard) was the genetic mother of the quick grown manufactured test subjects used for entry plug testing.

-The Angels aren't the only threat in the universe. The First Ancestral Race is still out there, and Adam and Lilith weren't the only templates of life. This is the first encounter with this new type of life.

-The events are from a weakening of parallel dimensions, where you, the phantoms, and horrors are all humans, merely in different planes.

-Same as parallel earth above, but the shadow horrors are invaders in the parallel plane, and you're next on the list.

What about Evangelions caught in the disposal pit?

The pilots of less fortunate units will notice that the support crews are far from pleased about working on any Evangelions that were engulfed by the shifting mass, and that the science team has been watching them with interest. Depending on how unmerciful you are feeling, you could do many things with the Evangelions.

-Keep mechanical balance for everyone and mirror the unscathed units; the 'recycled' units will receive1 Biological Upgrade Points from the experience.

-Change their Distinguishing Features (except Soul), either making them reroll or replacing their current mutation with Perverse Anatomy, their current Construction with Faulty Wiring, and their current History with Resurrected. Their Soul remains the same, though if the player WANTS a new Soul for their Evangelion they can pick one of their choice. You could even choose to apply the above Distinguishing Features on top of, instead of in addition to, their current batch of Distinguishing features… though an Evangelion should only have one Soul at a time.

-Have the Evangelion be an unwilling host of something much more plot-relevant, such as becoming a prime target for Bardiel, gestating a copy of the Archangel Zaazenach, or have it now house the soul of the woman found in The Boneyard.

Endless Hosts

▶ **Angel Attack**

▶ **Angelic A.T. Field Powers**

▶ **The Angels you Know**

▶ **Archangels**

▶ **Additional Opponents**

Endless Hosts

Neon Genesis Evangelion has one of the densest, most widely debated plots in anime or any other medium. As such, some of the bigger concepts (such as the origin of the Angels and what their motivation is) can be hard to pin down.

Adeptus Evangelion assumes the following to be true:

In the Beginning

In the distant past, an advanced alien civilization was seeding life throughout the galaxy. They achieved this by sending Seeds of Life to worlds where they could reshape and populate it accordingly.

There were at least two models of these powerful progenitor beings, and possibly more. Adam was one that was sent in a massive white sphere, which crashed into what is present day Antarctica. From there, he set about preparing the world to be filled with his creations.

First Impact

But things didn't go according to plan. Another of the Seeds of Life was somehow knocked off course and failed to reach its planned destination. Instead, it crashed on Earth as well. This was how Lilith came to be on Earth, and her vessel was the giant black sphere beneath the Base of Operations that would later be used by Nerv as the Geofront.

Adam and Lilith were designed to create two very different kinds of life, and neither was meant to coexist with the other. The exact details of their conflict are unknown, but in the end both of them were severely wounded. Adam returned to his sphere in Antarctica, and Lilith returned to her sphere, where they both sat in recovery for billions of years. The Lance of Longinus, a powerful

tool and weapon belonging to either Adam or Lilith, was left in the Dead Sea. During their conflict, Lilith's blood had been spilt and infected the Earth's oceans, creating the primordial soup that gave rise to all life on Earth.

The Road to Second Impact

At some point in early human history, mankind came into possession of the knowledge of the Angels. Either a result of precognition or the discovered knowledge of the First Ancestral Race that sent Adam and Lilith in the first place, there was written a manuscript detailing the events of Second and Third Impact, and how they might be brought about. This secret was hidden as part of the Dead Sea Scrolls, a part that an organization known as Seele made sure was never revealed to the world.

Seele later recovered the Lance of Longinus and funded the ill-fated Katsuragi Expedition to find and study the dormant Adam. After they had the information they desired, Seele provided the Expedition with the Lance for a ''Contact Experiment''.

The result was Second Impact. Adam awoke, in the form of a Giant of Light, and recognized humanity as the creation of his enemy. Had he been left unchecked, humanity would not have survived. The Katsuragi Expedition, in a desperate ploy to minimize the damage, used the Lance of

Longinus to reduce Adam to embryonic form. The resulting release of energy vaporized Antarctica.

The explosion also scattered, or even created, the Cores that would eventually give rise to the Angels. It would take them roughly 15 years to develop.

ANGEL ATTACK

Angels are unlike any other creature that can be found in this planet, and as such go beyond the rules from DH in their scope. Indeed, not even Evangelion Pilots can hope to accomplish the feats that most Angels are capable of performing effortlessly.

What follows is a summary of rules that are unique to encounters with the emissaries of Adam, some of them are common to all Angels, while others are more ubiquitous.

Light of the Soul

Unlike the Pilots that depend on Evangelions to employ an A.T. Field, Angels have no need for a Synchronization Ratio and project their own A.T. Fields automatically, which are always spread. To measure the strength of an Angel's A.T. Field a Characteristic unique to them is employed, called Light of the Soul (LS). An Angel's LS works much like a Pilot's SR, with its own table of bonuses depending on how high the Characteristic is, as follows.

Angel LS	Effect
01-50	The Angel may reroll a number of Tests per combat equal to its LS/50 (rounded up)
51-100	As above, but the Angel has a +10 bonus to all Skill Tests.
101-150	As above, but the Angel treats its Toughness Bonus as double its normal value.
151-200	As above, but the Angel has a +20 bonus to all Skill Tests.
201+	As above, but the Angel has Celerity.

Angel Traits

Angel

Effect: Creatures with this trait are immune to Fear, Fatigue, Insanity Points, Ego Barrier Damage and Pinning. They may roll for Righteous Furies and possess one Fate Point to use as any PC would.

An Angel may spend a Fate Point to regenerate an amount of Wounds distributed as it wishes equal to its TB, and may burn a Fate Point to regenerate 1d10+TB in Wounds or automatically evade any one attack that it deems too dangerous after the damage has been already rolled.

If the regenerated Wounds are enough to bring the limb from critical damage to a normal state, the Angel recovers from all

penalties induced by the critical injury such as being stunned or blind. However, wounds may not be assigned to a body location that that has been destroyed.

Some Angels have a greater Toughness Bonus than usual based on their LS, the Angel's final Toughness Bonus is in parentheses next to this trait.

After all of its Fate Points have been burnt, the Angel gains the Superior Action Trait until defeated.

Angelic Senses

Effect: Every Angel has an ability to perceive its environment using the AT Field as an extra sense. An Angel is aware at all times of anything within the range of its Angelic Senses, but outside this area of influence they are forced to rely on more mundane means of discerning their environment. Should the Angel be rendered blind or have its vision obscured somehow (such as when it loses its head) then it is only penalized by said effects as normal when interacting with anything that lies beyond its Angelic Senses.

Angelic Weapon

Effect: To an Angel, shooting plasma from their mouthspace is no more strange than an arachnid being able to produce poison is to us. As such, their Natural Weapons are as incredibly varied and as deadly as they are exotic. An Angelic Weapon is like a Natural Weapon, but it may be used to Parry, it does not count as Primitive, and it can be used in a grapple just like any unarmed attack. Angelic Weapons often carry a secondary effect to them that applies to any enemies they've hit, but no more than once per round per target, even if they would be hit multiple times.

Angelspawn

Effect: The Angel can bring forth smaller Angelic creatures as an extension of itself. These Angelspawn aren't individual life forms and have no more autonomy than one of our own limbs would have from our brains. As a Full Action the Angel may sire Angelspawn once per day, up to a total of Angelspawn no larger than its Fellowship Bonus. By default Angelspawn have the parent Angel's Characteristics halved (rounded down), their Size is one category lower than the parent Angel's and consists of a single Area (Body) with the corresponding Wounds and AP of an Angel of their Size and Characteristics.

Their movement method may differ from their progenitor, however. Roll 1d5. On a roll of 1 they have the Burrower Trait, on a roll of 2 they have the Quadruped Trait, on a roll of 3 they have the Flyer (AB) Trait, on a roll of 4 they have the Crawler Trait, and on a roll of 5 they have the Blinking Trait.

They have a Natural Weapon that is either melee or ranged depending on their Characteristics. Angelspawn with a higher WS have a melee weapon (1d10+SB I; pen SB), and those with a greater BS have a ranged equivalent (10 dam; 1d10 I; S/2/3; pen 0).

All Angelspawn have Deflective Field as their only default A.T. Power.

They otherwise gain all benefits of the Angel Trait except that they lack a fate point. Angelspawn do not receive the benefits of the Light of the Soul Table.

Blinking

Effect: The Angel can move between points in space directly, ignoring intervening distance. However, they either cannot or will not use this very often, and only for relatively short ''jumps''. Once every 1d5 rounds the Angel may, as a Reaction Action, move up to 1d10*10 dam in a direction of its choice.

Celerity

Effect: When rolling initiative an Angel with Celerity rolls twice. It acts on both resulting positions of the initiative order, effectively having two turns but without refreshing its Reactions during the second of them in a round.

However, any ability or status effect that requires an Angel to wait a full Round still takes a full Round to resolve (for example, an Angel Stunned for 2 Rounds would not be stunned for any shorter period of time, they would merely have lost more opportunities to act in those two Rounds).

If the Angel loses any limb they also lose the benefits of Celerity (acting on their higher initiative position only and taking no actions on the lower) for as long as that limb is still lost.

Heavenly

Effect: Angels are beings with a much greater control of their A.T. Fields, and they can use its power in ways that to the most skilled pilots seem like cheating. The Angel does not actually need to spend any ATP to use its A.T. Field Powers. While it may activate a power as if it had spent extra ATP to augment it, the Angel cannot activate an augmented A.T. Field power that requires a number of ATP greater than its ATS.

The Stuff of Nightmares (AE)

Effect: This Trait is in many ways very similar to the Trait of the same name from Dark Heresy, but requires some modification to fit within the new context of Adeptus Evangelion. An Angel with The Stuff of Nightmares ignores any effect from the Angel Critical Damage charts that does not include the destruction of the body location in question or death of the Angel. However, any effect triggered by the Angel having taken Critical Damage still recognizes the fact that the Angel has taken such damage,

even if the normally appropriate status effects do not apply

Superior Action

Effect: Angels that find themselves on the ropes can and will push their A.T. Fields to the limit, demonstrating previously impossible outbursts of alacrity. This is particularly terrifying with Celerity in play. Angels with Superior Action activated may use Full Actions as if they were Half Actions and may perform one Half Action as a Reaction Action once per turn.

Furthermore this lets them attack multiple times in a single turn for as long as both Actions are with different weapons (for example, the Angel could use an All-Out Attack for its first Half Action with a tentacle whip, and follow up with firing a Full-Auto burst with a psychic beam for the other Half Action, doing a third offensive move as a normal Attack Action for free would require the Angel to have a third Weapon).

Swarm

Effect: The Angel splits into many smaller creatures and now has a single Location (Body) that has a number of wounds equal to that of the Body and Core locations of the Angel added together, plus 1 for each other body location. Any attack from a weapon that does not either have the Blast, Flame, Scatter or some other area of effect quality halves its damage before Toughness and Armor are applied. The Angel cannot be grappled, knocked prone or pinned. As it lacks a Core, it now must be destroyed in its entirety.

Teleporting

Effect: As Blinking, but the Angel is designed to cover more distance, though it takes more power to do so. Once every 1d5+3 rounds the Angel may, as a Reaction Action, move up to 1d10*100 dam in a direction of its choice.

Angelic A.T. Field Powers

It is of no surprise that Angels can use A.T . Powers just like Evangelions, but Angels have a dominion of their A.T. Field that an A.T. Tactician could only dream of ever gaining.

Angelic A.T. Powers work just like any other A.T. Power. They have an ATP cost and they may be augmented as any other power would, but may not be learned by players through any talent. Certain options do, however, allow for a pilot to attempt to use an Angelic AT Power as a temporary affair.

Absolute Terror
Activation: Spread
Effect: You manifest nothing short of a miniature Anti-A.T. Field. Its effects on all unfortunate enough to reside within are simple enough: it all returns to nothing. Everything within 20 dam must Test Willpower every round or remove 1d10 points from their Ego Barrier. Furthermore, all targets in range also take 1 damage that ignores Armor and Toughness to all Body Locations. Creatures without Spread A.T. Fields are automatically defeated by this damage. Your Deflection is only half your ATS (rounded down).

Compound Field
ATP Cost: 5
Activation: Half Action
Range: Sensory
Effect: Select any one Evangelion in range, its pilot must test Willpower. On a failure, roll 1d10. They lose that much from their Ego Barrier, and subtract half that amount (min 1) from a single Characteristic of their choice for 1 week. In addition, any physical Drawbacks of the pilot (such as Clumsy or Poor Vision) now apply to the Evangelion as well for the rest of the encounter.
Augmentation: For every additional 5 ATP spent augmenting this power, you may select another additional Evangelion.

Cross Blast
ATP Cost: 8
Activation: Full Action
Range: 80 dam.
Effect: You may unleash a devastating blast of energy that forms a horizontal Christian cross on impact with no BS Test required, though targets may still Test Dodge to jump out of the way. The Blast is 5 dam wide and hits everything between the Angel and its target, in addition it extends 5 dam behind and to the sides of the target area, dealing 1d10+8 E damage with a Penetration of 8 and a Breach Bonus of 8. This counts as a large area of effect attack and automatically confirms Righteous Furies.
Augmentation: For every additional ATP spent on this power, the damage and penetration increase by 1. For every 4 extra ATP the range extends 5 dam further to the sides and behind the target.

Future Sight
Deflection/ATS: None.
Activation: Spread
Range: Personal
Effect: You can see the future just a few seconds immediate to you, and while that doesn't do much in the larger scale of things it does make evading incoming blows much easier. Furthermore, you have wrapped your A.T. Field around yourself in such a manner that the only things that would stand a good chance of hitting you are outright useless. All enemies attacking you must Test their attack roll twice and take the worse result. This Spread Pattern also works like a Bunker Field for all matters and purposes except for Deflection, of which it provides none.

Gravity Bomb
ATP Cost: 10
Activation: Full Action
Range: 100 dam
Effect: Create a single point of superfocused mass that works much like a black hole. All targets within a Blast (5) radius that fail to dodge are moved to its center, take 2d10 Impact damage with a Pen of 3 which automatically confirms Righteous Furies, and any held equipment is destroyed. Should they survive they must successfully Test Strength to climb out of the compacted rubble as a Full Action or otherwise free themselves. A Spread A.T. Field will prevent the damage from this A.T. Power, but the forced movement and loss of equipment happens regardless unless they are using Bunker Field.
Augmentation: For every additional 2 ATP spent on this power, increase the Blast radius by 1.

Gravity Territory
Activation: Spread
Effect: Any enemies engaged with you in melee combat cannot move further away than an amount of dam equal to their SB from you, and any attempt to escape by bursts of speed results in the Evangelion simply falling prone. Should you move away from them, they will simply be pulled against their will, requiring an Agility Test to not fall prone. Your Deflection is only half your ATS (rounded down).

Kinetic Jolt
ATP Cost: 4
Activation: Full
Range: 20 dam
Effect: You violently lift or throw any one target within range. Make an opposed LS Test against a target, and move them against their will a distance equal to the difference in Degrees of Success by which you won, inflicting falling damage on them and any other unlucky targets on their wake that automatically confirms Righteous Furies (unlike most instances of falling damage, this allows for Righteous Furies to be rolled on falling damage). If the target does not possess an LS or an SR Characteristic, they are treated as if they had 10 Degrees of Failure.
Augmentation: For every additional 2 ATP spent on this power, you gain a +10 bonus to the LS Test.

Light and Darkness
Deflection/ATS: None
Activation: Spread
Range: Personal
Effect: You turn your A.T. Field into an area that reflects light from the outside, making it look like a mirrored sphere and on the inside it is pitch black. You can change the size of this territory to any number between zero and ATS*10 dam as a Half Action. Outside sources of electromagnetic energy (including Radio and power from Umbilicals) cannot enter or leave this area, and all pilots are considered blind if they do not bring their own light sources with them. Attacking a target within the mirrored sphere from outside it incurs the same penalties as being blind, regardless of light sources.

Master of Machines
ATP Cost: 2
Activation: Half Action
Range: Special
Effect: You utilize your own A.T. Field to activate and operate remotely a number of pieces of electronic machinery. Test Tech-Use, you may manipulate a number of electronic objects of up to one plus your Degrees of Success on the Tech-Use test that are within the range of your AT Field (normally 20 dam, but may be increased if you have a Spread Pattern that affects a larger area such as Light and Darkness). Uses include opening sealed blast doors, turning off support structures, or commanding defensive structures to attack the Evangelions.
Augmentation: For every additional 2 ATP spent on this power, you may manipulate an additional machine that is within range.

Mind Probe
ATP Cost: 6
Activation: Full
Range: 20 dam
Effect: You project your own mind at an enemy, bypassing all physical defenses as you directly attack the target's mind. Those targeted by Mind Probe must Test Willpower or gain 2d10 Insanity Points, and even if they are successful in their Test still gain 1d5 Insanity Points. Either way they are Stunned for 1 round as their entire concentration is devoted to maintaining their mental integrity.
Augmentation: For every additional 4 ATP spent on this power, the victim suffers a -10 penalty to the Willpower Test.

Mirror Image
ATP Cost: 5
Activation: Half
Range: 20 dam
Effect: You create an illusory copy of yourself and may control it at will for as long as it remains within range. This copy may not physically affect any real objects in any way, shape or form nor does it have an A.T. Field. Keeping one or more Mirror Images close by makes determining the real you that much more difficult and you may expend a Reaction to confound yourself with the

illusion and trick an enemy into attacking empty air. You may only use a Mirror Image this way once per turn.

Augmentation: For every additional 5 ATP spent on this power, you create another copy of yourself and may use another Reaction, if you have it, to misdirect enemies.

Nightmare

ATP Cost: 5
Activation: Full
Range: Longshot
Effect: A pilot's mind is flooded with visions of alien origin. A frightening visage that, for all we know, might just be a simple attempt to parley and introduce Angelic nature… yet proves to be more than the human mind can handle. The victim must Test to resist Fear at the Angel's Fear Rating.
Augmentation: For every additional 5 ATP spent on this power, you may target an additional enemy. For every addition 4 ATP spent on this power, increase your effective Fear Rating by 1.

Neurotic Surge

ATP Cost: 5
Activation: Half Action
Range: Sensory
Effect: Select any one Evangelion in range, its pilot must test Willpower or suffer the effects of either Fear (1), Frenzy, or be Stunned for 1 round as the pilot is filled with pure bliss, at the Angel's choice. In addition, the targets gains 1d10 Insanity points and any mental Drawbacks the pilot has remain in an active state for one week. If the drawback has multiple effects then only the lesser one applies.
Augmentation: For every additional 5 ATP spent augmenting this power, you may select another additional Evangelion.

Oversynch

ATP Cost: 6
Activation: Half
Range: 60 dam
Effect: You create a feedback loop that disrupts a target Evangelion's Synchronization Ratio until it spirals out of control. An opponent suffers positive Synch Disruption. This has no effect on Angels or targets without SR scores.
Augmentation: For every additional 4 ATP spent on this power, the victim rolls an extra 1d10 to determine the amount of SR increased.
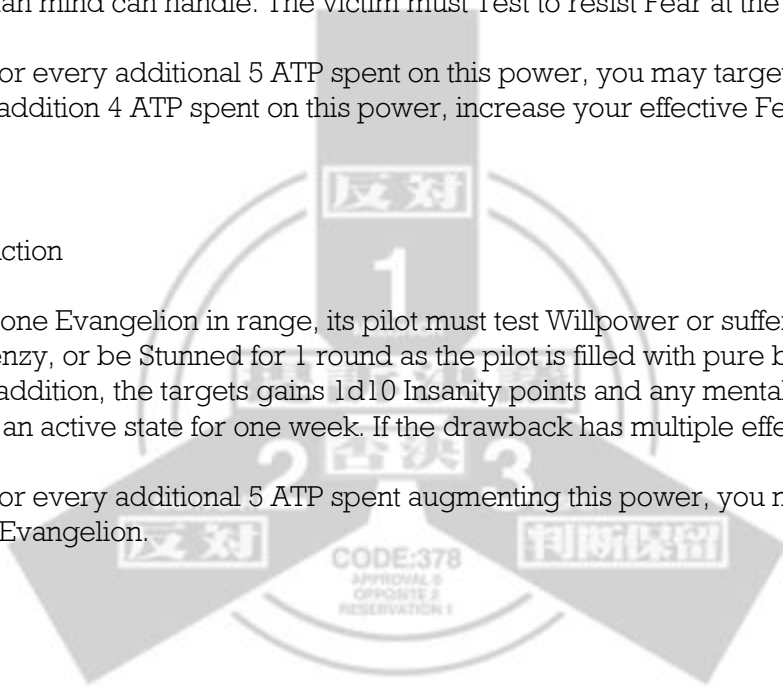
Pilfer
ATP Cost: 4
Activation: Free
Range: Sensory
Effect: Roll 1d100 on the Pilfer Chart to generate an effect, you may choose a target to affect with this power after you've seen the result.

Roll	Effect
01-15	Steal a support structure, such as a Turret or Umbilical Cable, destroying it and dealing 1 point of Collateral Damage.
16-30	Steal the ground beneath an Evangelion, dropping it into a 1d10 dam deep hole and dealing 2 points of Collateral Damage.
31-40	Steal critical sensors from the Evangelion, rendering it blind until repaired.
41-50	Steal one unused Fate Point which it may spend but not burn, and is not returned until the Angel dies.
51-60	Steal time from an Evangelion, stunning it for 1 round and gaining an extra turn for itself immediately after this one.
61-70	Steal memories and knowledge. The pilots gains 1d10 Insanity Points and temporarily loses use of one Talent as the Angel examines its mind and learns that Talent for itself.
71-80	Steal an Evangelion's Soul, the Evangelion frenzies as if under the effects of a Dummy Plug Mk I (but may not Berserk), but the pilot suffers 1d10 Ego Barrier damage every round until it shuts down.
81-90	Steal an arm or leg from an Evangelion, dealing 10 automatic points of Rending critical damage to it, the stolen biomass regenerates 1d5 Wounds to the Angel's own corresponding arm or leg.
91-95	Steal the head from an Evangelion, dealing 10 automatic points of Rending critical damage to it; the stolen biomass regenerates 1d5 Wounds to the Angel's head.
96-100	Steal an Evangelion's Entry Plug, treat this as an Ejection roll at a +20 bonus.

Augmentation: For every additional 4 ATP spent on this power, you may roll an additional die and choose which of the results to keep.

Pillage
ATP Cost: 4
Activation: Half Action, Maintain Free.
Range: 20 dam radius
Effect: Apply one of the effects of the Pillage Table around yourself. The effect continues until the affected targets move out of its area of effect, you use this power again, or simply stop maintaining.

Pillage Table
Steal projectiles or thrown weapons, adding your ATS*5 to the roll (the dice result, not the target number) of all ranged attack tests made against anything within range.
Steal the AT Field strength of nearby enemies, lowering the ATS of all such enemies by 2, and adding that same value as a bonus to your AT Field. Deflection, Breach and ATP are all modified as normal.
Steal luck around yourself, giving all enemies in the area a penalty of -20 to all tests while you gain a +20 bonus.
Steal response time from all creatures in range, halving their Agility characteristic. You gain Unnatural Movement (x2) as well as a +10 bonus to your Dodge skill Tests.
Steal control of equipment held by affected enemies unless they successfully test Strength, it may wield said weapons as if using the Kinetic Manipulation power at no penalty.

Augmentation: For every 4 additional ATP spent on this power, you may increase its range by 10 dam.

Positron Beam
ATP Cost: 1
Activation: Full
Range: Longshot
Effect: Your A.T. Field generates antimatter at just enough output to outright ignore A.T. Fields. Test BS when attacking with Positron Beam, it deals 1 damage with a penetration of 1 and the Positron quality. Positron Beam may not be Dodged.
Augmentation: For every additional 1 ATP spent on this power, it deals an additional 1 damage, and the penetration gained is also increased by 1.

Power Surge
ATP Cost: 6
Activation: Half
Range: 30 dam
Effect: By twisting thermodynamics locally, you reverse the transfer of energy and overload an Evangelion to strike it where the design is most defenseless. Any one target Evangelion loses 1d5 rounds of battery time and takes that much energy damage ignoring TB and AP to the body. If the Evangelion is still plugged in, the damage is automatically 5. If the Evangelion has no more battery time or is using an S2 Organ the damage is automatically 1.
Augmentation: For every additional 3 ATP spent on this power, you may target another Evangelion beyond the first.

Rising Cross
ATP Cost: 8
Activation: Full Action
Range: 80 dam.
Effect: A concentrated version of Cross Blast, you cause an explosion in the shape of a vertical cross to erupt from the ground beneath a target within range requiring no BS Test to hit, though targets may Test Dodge to jump out of the way. This attack deals 1d10+8 E damage with a Penetration of 8 and a Breach Bonus of 8. This counts as a small area of effect attack and automatically confirms Righteous Furies.
Augmentation: For every 4 additional ATP spent on this power, an additional Rising Cross may be fired, though it cannot be aimed at the same spot.

Starlight Sap
ATP Cost: 4
Activation: Full Action
Range: 40 dam
Effect: A Blast (4) area is clogged up in bright sap. Any lesser conventional forces in the area are instantly rendered useless and defeated, and Evangelion sized foes are blind for as long as they remain in the area. This deals collateral damage as a small area of effect.
Augmentation: For every 2 additional ATP spent on this power the area of the Blast increases by 1 and the power's range increases by 10 dam.

Stealth Field
Activation: Spread
Effect: By mirroring all light around you, even a monster the size of a skyscraper can become invisible, of course this wouldn't be very useful without also rendering yourself soundproofed. How you are going to hide your footprints and A.T. Field is a whole different matter, however. Even if an enemy would detect you, attacking you is that much more difficult since you cannot be seen, and they are treated as if fighting in darkness against you. Your Deflection is only half your ATS (rounded down).

Suppression
ATP Cost: 6
Activation: 1 Reaction Action.
Range: 30 dam
Effect: You cancel out one A.T. Field or A.T. Field based power. You can use this to instantly cancel out one A.T. Field based power within 30 dam of you, such as an enhancement or A.T. Field based attack. If you are attempting to cancel an effect that covers an area, you only negate that part of the area which overlaps with your 30 dam of negation. The exception is if the creature generating the A.T. Field is within 30 dam of you, in which case the entire A.T. Field based area effect is cancel out.
Augmentation: For every 4 ATP spent on this power, you can cancel another A.T Field or A.T. Field based power within range.

ANGEL CRITICAL DAMAGE

The Evangelion Scale Critical Damage charts in the Operations Manual work well for pilots, but Angels are often much more organic in nature, as well as lacking pilots entirely.
As such, Angels would be better represented by use of the following charts:

Energy Critical Effects — Angel Head	
Critical Damage	Effect
1	The Angel's skin is seared, wracking it with extraordinary pain. The Angel must Test Toughness or take a -10 to all Tests for 1 round.
2	The discharge of energy fills the Angel's field of vision, though it may have other, more alien, senses at its disposal. The Angel must Test Perception or be Blinded for 1 round.
3	The head is charred by the damage, bubbles forming as heat continues to cook the flesh. The Angel takes a -10 to all Tests for 1d5 rounds.
4	The outside layers of the head are vaporized and the head drips in monstrous blood, the Angel cannot attack for 1 round as it writhes in pain.
5	The head is set ablaze, and is now on fire.
6	The blast cleanly strips the outer and inner layer alike, charring the flesh beneath. With a shrill cry, the foe stumbles back 1 dam in agony. The Angel is Blinded for 1d5 rounds and must Test Toughness or be stunned for 1 round as well.
7	As above, but the Angel loses all remaining AP on the head as its natural defenses there are vaporized.
8	As above, but said defenses melt down upon the body and burn the Angel from the inside. It suffers Energy Damage that ignores Armor and Toughness to the Body equal to half the AP lost.
9	The target's head is all but destroyed by fiery power. Even alien biology needs a head to properly function. Halve the Angel's TB and the Angel is now Blinded.
10+	As above but the Angel also halves their available ATS as it begins to suffer from decohesion.

Energy Critical Effects — Angel Arm

Critical Damage	Effect
1	The arm recoils from the sudden heat, and if it was holding onto anything (including grappled Evas) it is immediately dropped.
2	The arm is numbed by the shock of the attack, and the Angel takes a -20 penalty to all attacks with that arm for 1 round.
3	Flesh boils and pops, reducing skin to charred sludge. Fine control of the arm becomes difficult, halving Weapon Skill for attacks with that arm for 1d5 rounds.
4	Alien muscle burns and spasms, rendering the arm unusable for 1d5 Rounds.
5	The Angel's arm catches on fire, and the entirety of the body will follow if said fire is not put out within 1 Round.
6	As above, but the fire spreads much faster and the entire body is instantly ablaze.
7	The arm boils on the inside, spewing jets of hot blood out of cracks in the burnt surface. The arm is rendered unusable for 1d5 rounds and the Angel takes a -10 to all Tests for 1 round.
8	The Angel's flesh turns a disgusting bright color as the arm is irradiated and the creature struggles to halt the damage. The Angel is stunned for 1 Round and the arm is entirely useless for the rest of the battle.
9	With a chain of popping sounds, liquid inside the arm vaporizes, blowing the arm clean off. The Angel's TB is halved, and the arm is destroyed.
10+	As above, but the Angel is also stunned for 1d5 Rounds as it makes a valiant effort to restructure itself and prevent greater damage.

Energy Critical Effects — Angel Body

Critical Damage	Effect
1	The Angel absorbs the energy of the attack, focusing its willpower on minimizing the damage to vital areas. It may only take half actions next turn
2	The Angel shrieks as its internals begin to bubble. The Angel takes a -10 to all Tests for 1 round.
3	As above, but the Angel takes a -20 to all Tests for 1d5 rounds instead.
4	Doused in harmful waves, the Angel's body is scorched and they suffer a -10 penalty to any and all Tests for the duration of the battle.
5	Inhuman biology visibly tears and rips, bizarre liquids and organs seep from within and the Angel's Deflection is halved for 1d5 Rounds as it slowly pulls the missing chunks back together.
6	The Angel is knocked prone by the sheer force of the blow as the energy continues to smoke the entirety of the body. The Angel must Test Agility or catch fire.
7	The heat of the blast is severe enough to completely burn outer layers covering the body, revealing and charring the flesh. The Angel loses all armor on the body and must Test Agility or catch fire.
8	Heat courses through the internals of the Angel and comes right out after doing its job, and the Angel seems to catch on fire from the inside out. The Angel is now on fire.
9	The body is completely engulfed in flame, tearing itself apart as the heat virtually vaporizes the entire biomass. The Angel's TB is halved as the body is destroyed and it remains prone and helpless.
10+	As above, but the Angel loses all TB instead.

Energy Critical Effects — Angel Leg

Critical Damage	Effect
1	The Angel's leg begins to smoke. The Angel halves all movement for 1 round.
2	The shock of the attack renders the Angel temporarily immobile for 1 round.
3	The Angel's leg begins to crackle and pop. The Angel is knocked prone.
4	The energy fills up the limb and it bloats before violently gushing out fluids and other unsavory things. The Angel is stunned for 1 round.
5	Flesh and bone are fused alike by the horrific burn as the outer layers boil away. The leg catches on fire and the Angel must Test Agility or fall prone.
6	As above, but the Angel is automatically prone.
7	The heat slowly roasts the leg as the flesh melts around it. This stuns the Angel for 1 round and has all movement halved for the duration of the encounter.
8	As above, but the Angel may not move by physical means any longer.
9	Bone and flesh alike are burnt and the leg is destroyed by the blast. The Angel halves it's TB and is prone unable to get up for 1d5 Rounds.
10+	As above, but the Angel is helpless for 1d5 Rounds instead.

Impact Critical Effects—Angel Head

Critical Damage	Effect
1	The Angel takes a -10 to all Tests as it is dazed by the force of the blow for 1 round.
2	The concussion renders the target unable to properly distinguish its surroundings and they cannot make ranged attacks for 1 round.
3	The impact is so harsh that visible chunks of the Angel's head are sent flying. The Angel stumbles and collapses Prone.
4	The head twists and contorts from the force of the impact, making the Angel that much more bizarre to look at. It staggers, unable to take actions but not actually stunned for 1 Round.
5	The Angel's head is snapped backward by the force of the blow. The Angel stumbles 1d5 dam backward and takes a -10 to all Tests for 1 round.
6	The blow ricochets off the head, forming a battered trench in the process. The Angel must Test Toughness or be Stunned for 1 round.
7	Something breaks with a resounding snap. The Angel is Stunned for 1d5 rounds.
8	The Angel's head is more or less crushed to bits and blood explodes in a spray, The head is lost, the Angel loses half its TB and is blinded.
9	As above, but the Angel's Deflection is halved for 1d5 Rounds as it struggle to get its bearings, and can't properly defend itself.
10+	As above, but the condition lasts for the rest of the battle.

Impact Critical Effects—Angel Arm

Critical Damage	Effect
1	The arm spasms involuntarily, dropping anything held within. If nothing is held, there are no other ill effects as it is simply shunted back by the impact.
2	The Arm is wrenched by the impact, putting the Angel off balance. The Angel may not parry for 1 round.
3	The impact causes the target to reel back as the arm is shredded. The arm is rendered useless for 1d5 rounds.
4	The arm loses both muscle and bone as the impact rips through it and the arm flails in the air. WS and BS are halved for 1d10 rounds.
5	As above, but the Angel may not parry at all during said time.
6	The force of the blow cripples the Angel's arm. It must Test Toughness or lose use of the arm entirely.
7	The impact shatters bone, sending the arm backwards with a sickening crunch as the Angel reels in agony. The Angel loses the arm.
8	As above, but the arm is completely torn asunder by the force of impact. With a shriek, the Angel wails for 1d5 rounds unable to make any attacks.
9	The arm is left an inert, blob-like mass from the attack and the Angel halves its TB in addition to losing the arm.
10+	The impact is strong enough to completely detach the arm just below the shoulder and the force knocks the Angel prone, stunning them for 1d5 rounds. In addition to that, the Angel's TB is halved.

Impact Critical Effects—Angel Body

Critical Damage	Effect
1	The Impact places extreme pressure on the Angel's vitals. It may only take half actions for one round.
2	The Angel suffers internal damage and must Test Toughness or be Stunned for 1 round.
3	The blow shatters bone and dents the flesh as the Angel reels back in anger. The Angel may only take half actions for 1d5 rounds.
4	The Angel remains still for a second after a loud impact noise, liquid oozes from cracks within the torso but it continues to move. It is, however, penalized with a -10 to all actions for 1d5 rounds.
5	As above, but the penalty is of -20.
6	The force of the blow is severe enough to knock the enemy off balance, sending them hurling through the air backward 1d5 dam. The target is knocked prone and is stunned for 1 Round.
7	As above, but the effect lasts for 1d5 rounds.
8	The Angel is hurled back 1d10 dam and chunks of biomass are torn apart. Its TB is halved and unless it Tests Agility it falls prone.
9	The impact is strong enough to shatter most of the body into fast moving pieces. The Angel's TB is halved and it is helpless for 1d5 rounds until it regains its senses.
10+	As above, but the chest splits open, releasing a torrent of blood and bone-like matter with a resounding crunch. The Angel's TB is reduced to 0.

Impact Critical Effects—Angel Leg

Critical Damage	Effect
1	The forceful impact numbs the leg. The Angel takes a -10 to Agility for 1 round.
2	The leg spasms and buckles, halving all movement for 1 round.
3	The force of the impact fractures the bone and severely limits movement. The Angel's movement is halved for 1d5 rounds, and the Angel must Test Agility or fall Prone.
4	The leg is thrown out awkwardly by the blow, and the Angel tumbles to the ground. The Angel is prone, and its movement is halved for 1d10 rounds.
5	Small fractures spiral throughout the leg from the point of impact. Not only is all movement halved for 1d10 rounds, but in any round where the Angel uses its legs to move it must Test Toughness or it suffers 1 point of Impact Damage to the same leg, ignoring Armor and Toughness Bonus.
6	The foot snaps after the impact pressure with a sickening crunch. The Angel falls prone and must Test Toughness or lose the foot and suffer a -20 penalty to all Dodge Tests.
7	As above, but even if they pass the test their movement speed is halved afterwards.
8	The leg snaps and breaks from the impact as muscle and bone come lose from one another. The creature comes toppling down, disoriented. The Angel falls prone and may not use the leg, suffering a -20 to Dodge Tests afterwards, and halving its TB.
9	The leg is completely shattered by the fierce blow as the Angel wails in agony. Nothing but a bleeding stump remains. The Angel halves its TB and it is also stunned for 1d10 rounds.
10+	Bone and flesh alike are broken and destroyed by the impact as the leg severs near the knee. The Angel halves it's TB and Agility, and may not use the Dodge Skill at all.

Explosive Critical Effects—Angel Head

Critical Damage	Effect
1	Shrapnel scours the Angel's head. It must Test Perception or be blinded for 1 round.
2	The Angel is concussed, and may only take half actions for 1 round.
3	A heavy concussion pierces the target's head, hurling them back in pain. The Angel is Stunned for 1 round.
4	As above, but the target is sent hurtling to the ground, prone.
5	The explosion rends most of the head into finely-sliced chunks of meat, it must Test Toughness or be unable to use A.T. Powers for 1d5 rounds.
6	Most of the Angel's head turns into a fine red mist. The Angel is now missing a head, blind and its TB is halved.
7	As above, but they are also helpless for 1d5 rounds as they desperately attempt to get a bearing on their surroundings.
8	As above, but they also fall prone.
9	The target's head simply ceases to exist after the explosion as if it was not there to begin with. Not only is the Angel helpless and their TB is halved, but the blast also inflicts 1d10+3 X damage on the body.
10+	As above, but the damage is of 2d10+6 instead.

Explosive Critical Effects—Angel Arm

Critical Damage	Effect
1	The arm twists backwards, propelled by the explosion. The Angel is knocked off balance and may not Dodge for 1 round.
2	The impact quakes the outer layer of the arm and it spasms violently. The Angel takes a -20 to WS for 1 round.
3	Pieces fly as the arm is crippled by the attack, hanging useless for 1d5 rounds.
4	The explosion throws the Angel spinning backward 1 dm. The Angel must test Toughness or be Stunned for 1 round.
5	The arm loses both muscle and bone as the explosion rips it to shreds. The Angel must Test Toughness or lose the ability to parry for the rest of the encounter.
6	The arm is reduced to barely-coherent pulp hanging from the socket. The arm is rendered useless for the rest of the fight.
7	The arm explodes in a flurry of muscle, bone, and red mist. The arm is no more, and the Angel halves it's TB.
8	As above, but the Angel is also knocked to the ground.
9	As above, as the Angel is sent hurtling back 10 dam. Further, the explosion causes a chain reaction. The head takes 1d5 X damage that ignores damage reduction from armor and toughness bonus.
10+	As above, but the damage to the head is of 1d10 X.

Explosive Critical Effects—Angel Body

Critical Damage	Effect
1	The explosions propel the Angel 5 dam backwards as it loses balance and falls prone.
2	Same as above but the target is propelled 10 dam back and must Test Agility or flail around for a round, losing a Half Action.
3	The Angel reels from the pain as its chest ruptures. The Angel can only take Half Actions for 1d5 rounds.
4	The force of the blow is severe enough to completely burn away all outer layer covering the body, mangling the flesh beneath. The Angel is Stunned and Prone for 1d5 rounds and may make only Half Actions for 1d5 rounds afterwards.
5	The explosion rips bloody swaths from the surface of the Angel. Any armor on the body is lost.
6	As above, but the Angel must Test Toughness or suffer an additional 1d5 X damage to the body that ignores damage reduction from toughness bonus.
7	The chest explodes outwards, sending a torrent of organs spewing on the ground. The body is destroyed, the Angels TB is halved, and it must Test Toughness or be rendered helpless.
8	The body is literally torn in all directions. The Angel's TB is halved, and the Angel is helpless.
9	As above, but the Angel loses all TB instead.
10+	As above, but all other body areas suffer X damage that ignores damage reduction from armor and toughness bonus equal to the critical damage in excess of 10 dealt as the body explodes violently, drenching the entirety of the Angel's form and any surroundings in alien gore, leaving a ruined carcass of unrecognizable biomass behind.

Explosive Critical Effects—Angel Leg

Critical Damage	Effect
1	The Angel is knocked off balance, and must Test Toughness or fall prone.
2	The blast moves the Angel back 5 dam as it stumbles to regain footing and must Test Agility or fall prone.
3	The force of the impact fractures the bone and severely limits movement. The Angel's movement is halved for 1d5 rounds, and it must Test Toughness or be Stunned for a round.
4	The explosion knocks the Angel back 1d10 dam, sending it tumbling to the ground as it loses balance. The Angel is prone, and moves at half speed for the same number of rounds.
5	The foot snaps after the explosion pressure with a sickening crunch. The Angel must Test Toughness or lose the foot, moving at half speed and taking a -20 penalty to Dodge for the rest of the encounter.
6	As above, but on a success the foot is lost to the explosion. On success, the foot is lost, and on a failure, the Angel loses the entire leg instead, rendering them unable to Dodge at all.
7	The explosion is fierce, cracking the foot and painfully wrenching it. The leg is gone, and the Angel halves it's TB and is helpless for 1 round.
8	The explosion tears into the flesh, turning the leg into a bloody mess on the ground. The leg is gone, and the Angel halves it's TB and is helpless for 1d5 rounds.
9	As above, but the explosion fills the air with gore and the angel collapses shrieking. The leg is gone, and the Angel suffers 1d5 X damage that ignores damage reduction from armor and toughness bonus to the body.
10+	As above, but the damage is of 1d10 X instead.

Rending Critical Effects—Angel Head

Critical Damage	Effect
1	The hit tears at the outer layer of the head. The Angel must Test Perception or take a -10 to BS for 1 round as its eyes fill with blood.
2	A long gash opens up on the Angels head. The Angel's head is bathed in red, and it is blinded for 1 round.
3	The slice takes off a hefty section of the head as the blood and flesh are torn away. Remove 1d5 AP from the head.
4	The blow leaves a deep gouge in the Angels face, Stunning it for 1 round.
5	The blow catches the Angel in one of its eyes. The Angel takes a -10 to BS for 1d5 rounds, and must Test Toughness or be Blinded for the duration of the battle.
6	The Angel flails in agony as the blood sprays from its face. It is now blind.
7	The Angel cries as blood spews out of a gaping wound. The Angel must Test Toughness or lose the head and half its TB with it.
8	The Angels head cracks nearly in two. The head is effectively useless, rendering the Angel blind and halving its TB.
9	At least half of the Angel's head is sheared away. Not only is the Angel blind and its TB is halved, but it is also helpless.
10+	As above but the cut is so deep it also inflicts 1d10 R damage on the body, this damage is automatically critical in nature.

Rending Critical Effects—Angel Arm

Critical Damage	Effect
1	The arm spasms involuntarily, dropping anything held within.
2	The attack slices open the arm and it twitches violently, imposing a -10 WS for 1 round.
3	The attack rips out an important Nerve cluster, rendering the arm useless for 1 round as it grows back.
4	As above, but the arm is rendered useless for 1d5 rounds.
5	The Angel's arm is split down the middle. In any round where the Angel uses that arm, its WS is halved.
6	Rending through the air, the impact decimates the target's fingers - if any. Angel must Test Toughness or lose half its SB.
7	The impact cuts bone, leaving the arm dangling limply as the Angel reels back in agony. The Angel cannot parry any longer and loses half its TB.
8	The attack tears the arm off, hurling it limply to the ground. The Angel's TB is halved.
9	As above, as the arm is cleanly sliced off in a smooth motion the blood loss also halves the Angel's SB.
10+	As above, but the angel is also knocked prone and stunned for 1 round.

Rending Critical Effects—Angel Body

Critical Damage	Effect
1	The lacerations visibly expose chinks in the Angel's defenses, reducing their AP there by 1d5.
2	The blow rips through flesh, the Angel bleeds profusely and lowers its AP in the body to 0.
3	The torso is cut horizontally, removing most of the outer layer. The Angel must Test Toughness or be Stunned for one round.
4	The blow rends flesh and muscle, the Angel is knocked prone and Stunned for one round.
5	Cleaving the body with a deep wound, unidentifiable fluids spray everywhere, the Angel is temporarily disrupted and halves its ATS for 1d5 rounds, holding itself together as best as it can.
6	The force of the blow is severe enough to knock the enemy off balance, sending them reeling backwards. With such extensive damage done to its organs, the Angel may take only Half Actions for the next 1d10 rounds.
7	The chest splits open, releasing a torrent of blood with a sickening tearing sounds. Entrails and blood begin to seep onto the ground and the Angel loses a point of SB every turn.
8	As above, but the wound almost bisects the Angel in half and causes tremendous agony as multiple organs fail simultaneously. The Angel must Test Toughness or halve its TB as the body is effectively gone.
9	The Angel is cut like sashimi, splitting into pieces and splashing guts and blood all over like a mountain of alien biomass. The Angel halves it's TB and is helpless, the body is no more.
10+	As above, but the slicing and dicing is so effective that every other non-core area also suffers 1d5 critical rending damage, bypassing all defenses.

Rending Critical Effects—Angel Leg	
Critical Damage	Effect
1	The hit renders a minor fracture in the bone. The Angel takes a -10 to Agility for 1 round.
2	The kneecap is damaged, and the Angel must Test Agility or fall prone as it compensates.
3	The force of the impact fractures bone. The Angel is stunned for one round and the leg is useless for 1d5 rounds. Test Toughness to avoid being stunned as the leg holds in place but the Angel is still forced to regenerate the fracture.
4	As the kneecap is gravely torn from the socket, the Angel falls prone and suffers a -10 penalty to Agility afterwards.
5	Same as above but the effect is more drastic as kneecap, bone, and muscle are all exposed by the vicious slice. Movement on the ground is halved permanently.
6	Part of the foot is sliced off with blinding speed. The Angel must Test Toughness or take a -20 penalty to Dodge Tests until end of combat, even on a success the effect lasts 1d5 rounds.
7	The leg is clearly sliced from the body. The Angel halves it's TB and Agility.
8	The leg is clearly sliced from the body. The Angel Tests Toughness, on a failure it is helpless for 1 round as the body scrambles to form new adaptations for locomotion and more or less squirms and wriggles harmlessly. Either way, its TB is halved.
9	Same as above but the Angel is automatically helpless for 1d5 Rounds instead with no Test.
10+	Same as above but the Angel is prone for the duration of the fight and may not Dodge even after it stops being helpless.

THE CORE

The Core of an Angel is a reddish sphere that resides somewhere inside the Angel. It is considered to be the Angel's only truly vital organ, and destroying it kills the Angel instantaneously. Normally, an Angel must first be incapacitated in order to attack the core, though the Core may be targeted and destroyed without incapacitating the Angel if the attackers are lucky or skilled enough to get past the angel's defenses.

While reduced to only a Core, Angels cannot move, though they may use any A.T. Field Powers they know. Angels with the Float power, or certain Dirac Sea powers, may attempt to flee. If they should escape, they will inevitably return more powerful than before.

Cores belong only to Angels and Evangelions, and in Evangelions they are not capable of being targeted directly (as that would allow for the permanent destruction of the Evangelion while letting the pilot survive, which is an effective dead end for that character).

Cores are heavy reinforced, and potentially volatile when destroyed. Proceed with caution.

Energy Critical Effects – Angel Core

Critical Damage	Effect
1	The Core is shocked by the effect, and the Angel takes a -10 to all Tests for 1 round.
2	The Angel's Core begins to overheat. The Angel must Test Toughness or have its ATS decreased by 1 for 1d5 rounds.
3	The Core glows bright red as it overheats, stunning the Angel for 1 round and decreasing it's ATS by 1d5 for 1d10 rounds.
4	The Core glows like a red hot coal, blistering the flesh clinging to it. The Angel must Test Toughness or become coherently unstable, suffering 1 point of Energy Damage that ignores Armor and Toughness Bonus every Round thereafter.
5	The Angels Core blackens and flickers. The Angel must Test Toughness or die.
6	The Angel's Core cracks, and the Angel dies, collapsing to the ground. The body bursts into flames and smolders for 1d10 hours.
7	The Angel's Core turns bright white and explodes, dealing 1d10 E damage that ignores armor to everything within 5 dam.
8	As above, but the explosion instead deals 1d5+5 E damage that ignores armor and Deflection to everything within 10 dam.
9	As above, but the explosion instead deals 1d10+5 E that ignores armor and Deflection and hits everything within 20 dam.
10+	The Angel's Core uses whatever is left of the body and the Evangelion's own attack to fuel a chain reaction, causing a gigantic cross shaped blast of energy. The Angel deals 1d10+8 E damage with a penetration equal to the critical damage dealt in excess of 10, to all within 30 dam. This attack ignores Deflection.

Impact Critical Effects – Angel Core

Critical Damage	Effect
1	The Angel's Core is slammed and absorbs most of the impact, but the Angel may only take half actions on its next turn.
2	The Angel is dazed, taking a -10 penalty to all Tests for 1 round.
3	The Core begins to strain under the pressure, stunning the Angel for 1 round.
4	The Core itself begins to lose coherency as the Angel scrambles. The Angel must roll a Willpower Test. On a failure, the Angel is stunned for 2 rounds. On a success, it still takes a -10 to Toughness for 1d10 rounds.
5	The Core is severely shaken by the impact, stunning the Angel for 1d5 rounds.
6	The Core begins to crack under the strain and the Angel panics. The Angel must spend its Reaction every turn to hold itself together or it simply stumbles around and dies.
7	The Angel's Core turns bright white and explodes, dealing 1d10 E damage that ignores armor to everything within 5 dam.
8	As above, but the explosion instead deals 1d5+5 E damage that ignores armor and Deflection to everything within 10 dam.
9	As above, but the explosion instead deals 1d10+5 E that ignores armor and Deflection and hits everything within 20 dam.
10+	The Core shatters from a hit so powerful it makes the insides of the Angel quake, its genetic structure fails to maintain its form and the entire body of the Angel implodes as it drops dead.

Explosive Critical Effects – Angel Core

Critical Damage	Effect
1	The explosion leaves the Angel dazed. The Angel may only take a Half Action on its next turn.
2	The explosion temporarily rocks the Angel's ability to perceive the world. The Angel is blind and deaf for 1 round.
3	The explosion sends the Angel reeling, Stunning it for 1 round.
4	The Angel's Core has tiny fragments blown off of it. The Angel must test Toughness or lose 1d5 ATS permanently.
5	The Angels Core cracks. The Angel must Test Toughness or it is defeated.
6	The Angels core is destroyed, flying apart in a storm of shards that deals 1d10 I damage to everything within melee range. This deals collateral as a small area effect.
7	The Angel's Core turns bright white and explodes, dealing 1d10 E damage that ignores armor to everything within 5 dam.
8	As above, but the explosion instead deals 1d5+5 E damage that ignores armor and Deflection to everything within 10 dam.
9	As above, but the explosion instead deals 1d10+5 E that ignores armor and Deflection and hits everything within 20 dam.
10+	The Core self detonates, releasing a massive surge of energy and shooting a Christian Cross into the sky. Everything within 20 dam is hit by a tremendous shockwave knocking them back as per the Repulsion A.T. Power. Treat this power as if it were augmented with a number of ATP equal to the critical damage dealt in excess of 10.

Rending Critical Effects – Angel Core

Critical Damage	Effect
1	The attack bounces off the core, not harming it but leaving the Angel in pain. The Angel takes a -10 to WS and BS for 1 round.
2	The Core's surface is scraped by the attack. The Angel takes a -10 to WS and BS for 1d10 turns.
3	The Core's protective layer is breached, and the Core loses all AP. The Angel must Test Toughness or take half actions for 1 round.
4	The Core is scraped and gouged, impairing the Angel's ability to function. The Angel may only take half actions.
5	The Core is struck a solid blow and threatens to crack under the pressure. The Angel must Test Toughness or have the Core split in half and die.
6	The Core cracks into several pieces and falls apart. The Angel is dead.
7	The Angel's Core turns bright white and explodes, dealing 1d10 E damage that ignores armor to everything within 5 dam.
8	As above, but the explosion instead deals 1d5+5 E damage that ignores armor and Deflection to everything within 10 dam.
9	As above, but the explosion instead deals 1d10+5 E that ignores armor and Deflection and hits everything within 20 dam.
10+	The Angel's Core threatens to explode as it begins to shatter, but ultimately falls silent. The Angel is defeated and its body remains inert.

These kids will surprise you. One minute they'll be gossiping and at each other's throats… but when that alarm sounds? They know what it means. For everyone. They've fought these things, and I'm confident they'll fight them as long as they have to.''

<div align="right">

– ''J'', Nerv Section-2 security officer (plainclothes)

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THE ANGELS YOU KNOW

What follows are Adeptus Evangelion conversions of each of the Angels we see appear in the series. Each Angel also has in its description possible alterations that you might make to them in order to avoid players exploiting their knowledge of the series to make battles easier, as well as recommended tactics for the Angel to employ.
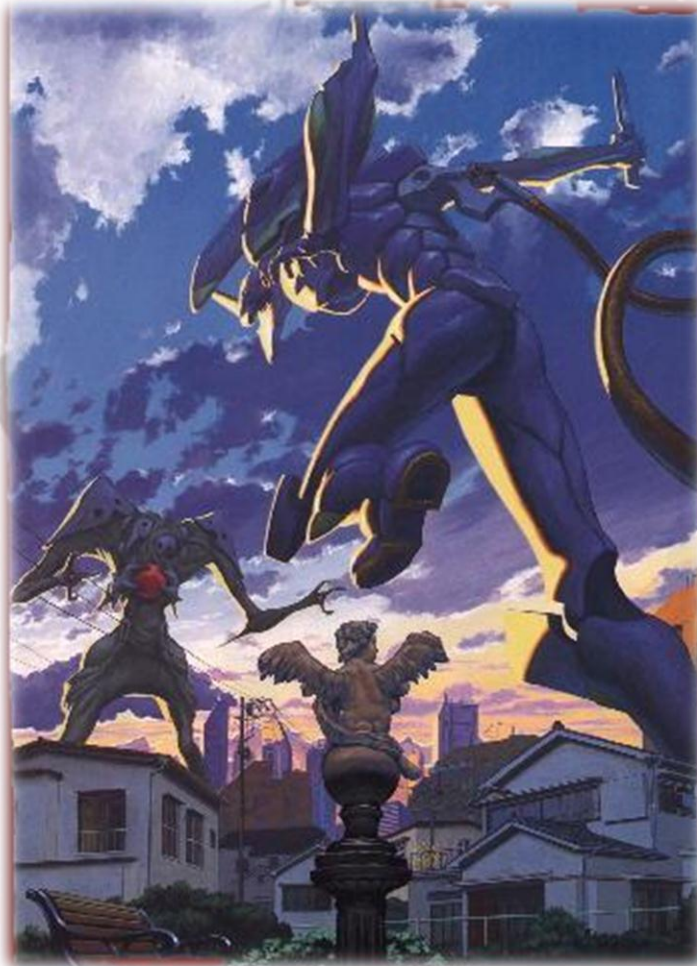
Sachiel

Sachiel is the first Angel to attack the Base of Operations. It is a massive, vaguely humanoid creature with large bony structures on its shoulders and torso, gill-like structures on its legs, tridactyl hands, and a distinctive beaked face (a second face, behind and slightly to the side of the first one, is generated after an N^2 bomb is dropped on the Angel). It has a powerful long-range energy blast, which distinctly forms a Christian cross on detonation, and two sharp spikes which slide through its arms and extend through holes in its palms as striking weapons (when retracted, the spikes extend from the Angel's elbows) Its core is located prominently on its chest.

Sachiel literally means *Covering of God* or *Price of God*.

Sachiel Profile

WS	BS	S	T	Ag	Int	Per	Wp	Fel	LS
50	20	40	40	30	20	30	20	10	80

Sachiel Body

Location	% to Hit	AP	Wounds
Head	01-10	4	5
R. Arm	11-20	1	7
L. Arm	21-30	1	7
Core	31-40	4	10
Body	41-70	4	20
R. Leg	71-85	1	7
L. Leg	86-00	1	7

Movement: 6/12/18/24
Skills: Dodge (Ag), Swim (S).
Talents: None.
Traits: Angel (TB 4), Angelic Fear (1), Angelic Weapon (Arm Ram), Angelic Senses (30 dam).
A.T. Field Powers: Deflective Field, Float, Cross Blast, Rising Cross.
Weapons: Arm Ram - Melee; 1d10+8 E; Pen 2; The affected limb automatically takes 1d5 Critical Damage that may not inflict a Righteous Fury.

Using Sachiel:

Between the deadly Cross Blast attack and the Arm Ram, Sachiel represents an opponent well balanced between melee and ranged combat. Combined with a relatively weak A.T. Field, Sachiel makes a wonderful first combat to use to introduce your players to Adeptus Evangelion that is beatable while putting the proper fear of Angels into your players.

In fact, beginning GMs may find that Sachiel is too powerful for their group. This can be the result of one of two possibilities: Sachiel is being played too intelligently, or the team of players is not working together like they should.

The theme of Angels is that they are very powerful, but often do not fight tactically. Any Game Master that plays an Angel with the same deadly efficiency as he would play the game as an Eva Pilot will soon find his players reduced to charred piles of meat and metal. Sachiel's own Cross Blast ability is a deadly attack that can kill an Eva in 2 hits, and destroys an Eva's umbilical even if they survive. A well placed Cross Blast can put your players on a timer, either forcing some of them to fall back and divide their forces or rush to defeat Sachiel before they run out of power. Taking advantage of this fact can easily defeat your players in short order, such that even an experienced group would have trouble defeating Sachiel before they are separated and picked off one by one.

Similarly, players that cannot work together or employ proper tactics may find Sachiel unbeatable. It is the natural instinct of most players to try and lead the charge and kill the Angel themselves. If everyone does this at once, your players will lose. It is doubtful that any of your players can defeat Sachiel without him being neutralized by at least one Evangelion. If no one neutralizes, they only have themselves to blame for their inevitable defeat. So, in short, make sure to impress upon new players that neutralization is a prerequisite to victory against Sachiel and most other Angels.
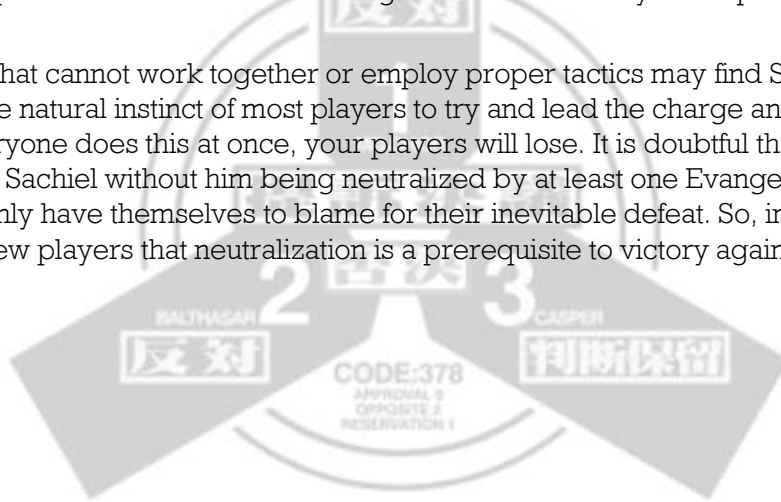
Shamshel

Shamshel is a massive, vaguely arthropod-like creature, with a long cylindrical body, a roughly shovel-shaped head with two eyespot-like markings, and eight retractable segmented limbs. It also has two short "arms" that project energy whips which can easily slice through armor and may also be used to manipulate objects. Shamshel remains horizontal during flight. During combat it raises itself upright by 90 degrees, with the "head" remaining parallel to the ground. Its core is located under its ''throat.''

Shamshel literally means *Lonely Conqueror of God.*

Shamshel Profile									
WS	BS	S	T	Ag	Int	Per	Wp	Fel	LS
70	20	30	30	50	10	20	10	30	90

Shamshel Body			
Location	% to Hit	AP	Wounds
Head	01-20	2	6
R. Arm	21-30	4	6
L. Arm	31-40	4	6
Core	41-50	2	8
Body	51-00	2	15

Movement: 10/20/30/40
Skills: Awareness
Talents: Swift Attack.
Traits: Angel (TB 3), Angelic Fear (3), Angelic Weapon (Energy Whip), Hoverer, Angelic Senses (20 dam).
A.T. Field Powers: Deflective Field, Float
Weapons: Energy Whip – Melee; 1d10+3 E; Pen 6; Flexible; After hitting an Evangelion with this weapon Shamshel may throw them 1d10+5 dam in a direction of his choice, the enemy must test Agility or be knocked prone and suffer falling damage corresponding to the distance they were thrown. Shamshel may use a Called Shot to destroy any single weapon held by an Evangelion with this weapon, Weapons parried by Shamshel's whips have a 50% chance of being similarly destroyed.

Using Shamshel:

Shamshel, boasting an A.T. Field only slightly stronger than that of Sachiel and much less damage dealing and soaking potential, may seem like a huge step down in combat. However, Shamshel's special abilities make him capable of negating many of the Evangelion's advantages. Once within range of Shamshel's brutal energy whips your players should find that their most powerful weapons are suddenly stripped from them as they are prevented from ganging up on an enemy that keeps throwing them around the battlefield like ragdolls.

Shamshel has little to no offensive options for ranged combat, and for this reason it should close into melee range ASAP using its superior speed and initiative, using any ATS it can spare to get into range with Float is recommended as well.

Probable modifications to Shamshel include the ability to temporarily stun Evangelions with an electric charge delivered through the whips via the 'Shocking' special quality, or proficiency in the Dodge skill to allow its decent Agility to make up for its low Toughness.
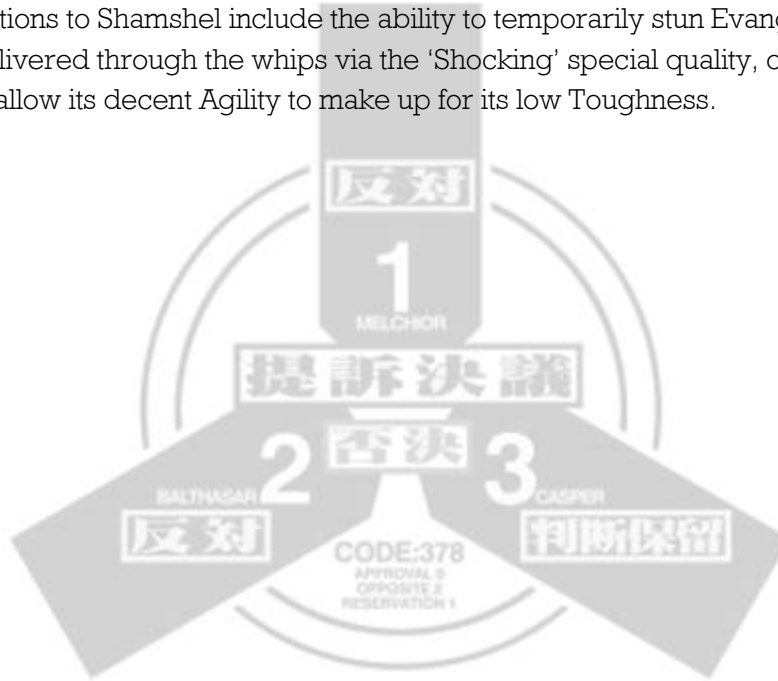
Ramiel

Ramiel is a translucent blue octahedron, and arguable one of the most powerful Angels seen in the series. Ramiel defends itself with a particle beam that automatically targets any hostile object within a certain radius or any direct threat outside of it. It also bears an A.T. Field so powerful that it visibly warps light passing through it. It extends a drill bit from its bottom apex and attempts to bore through the armor above the Geofront, in the first credible attempt to reach Terminal Dogma. Despite being one of the most powerful and formidable Angels, Ramiel is very passive in nature, using a slowly moving drill to bore into the Geofront while using its deadly energy attacks only for defensive purposes. Ramiel's core is not shown, but it is implied to be deep within the Angel's body.
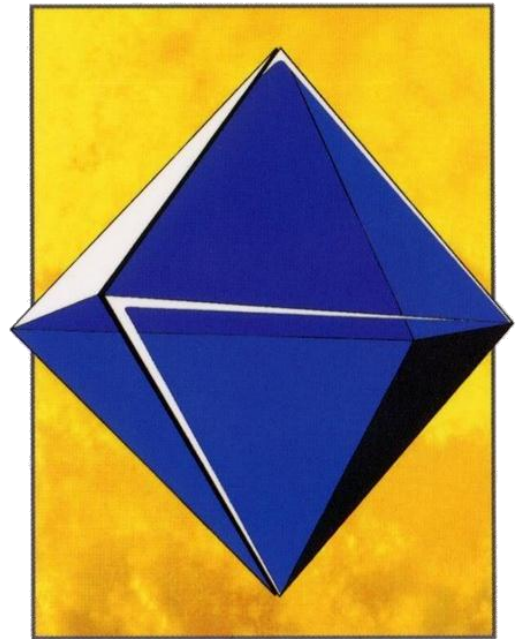
Ramiel literally means *Thunder of God*.

Ramiel Profile

WS	BS	S	T	Ag	Int	Per	Wp	Fel	LS
10	90	10	20	10	30	50	30	20	140

Ramiel Body

Location	% to Hit	AP	Wounds
Core	01-05	10	5
Body	06-00	10	10

Movement: 2/4/6/8
Skills: Awareness (Per) +20
Talents: Sharpshooter
Traits: Angel (TB 4), Angelic Fear (2), Angelic Weapon (Drill), Automatic Response*, Heavenly, Hoverer, Size (Enormous), Angelic Senses (50 dam)
*Automatic Response: Ramiel may fire his Positron Beam against anything it deems a threat that comes within 50 dam of it as a Reaction Action.
A.T. Field Powers: A.T. Ping, Deflective Field, Positron Beam.
Weapons: Drill - Melee; 2d10 R; Pen 10; This Weapon may only be used against targets directly below Ramiel, but it cannot be parried or stopped in any way.

Using Ramiel:

In possession of both deadly weaponry and a high AP, Ramiel's only weakness is the frailty of the body under all that armor. Make no mistake, Ramiel is one of the toughest Angels an early game party could face. Game Masters should remember that Ramiel's Positron Beam may be fired as a reaction action, stopping an Eva dead in its tracks even on their own turn. Rather than attempting to dodge an attack, Ramiel simply vaporizes you. Without the very best of luck, a direct hit by Ramiel will cripple or disable your Evangelion.

Game Masters should take note of Ramiel's Sharpshooter talent, and also recognize that if Ramiel finds itself in the thick of a melee battle it is at a severe disadvantage. To properly make use of Ramiel, it is suggested that he start the battle a long distance away from the Evas, such that it takes about 2 rounds for the players to reach him. This is not just to give Ramiel time to make use of its superior ranged skill, but also give the players time to properly prepare. Given the difficulty of this fight, players should be given the opportunity to come up with a plan to defeat it without relying on a suicidal charge.

With his high Ballistic Skill, it is also Ramiel's modus operandi to called shot the Body hit location of his targets. This buys the players a little time, it is true, but when Critical Damage is achieved the pilot themselves is at risk from the effects that result.

While already an incredibly dangerous opponent, possible modifications to Ramiel include giving him the ability to bend light and project an illusion of itself to confuse attackers, blurring itself with the background and making it harder to attack from afar. Access to the Barrier AT Power can give Ramiel increased protection as well.
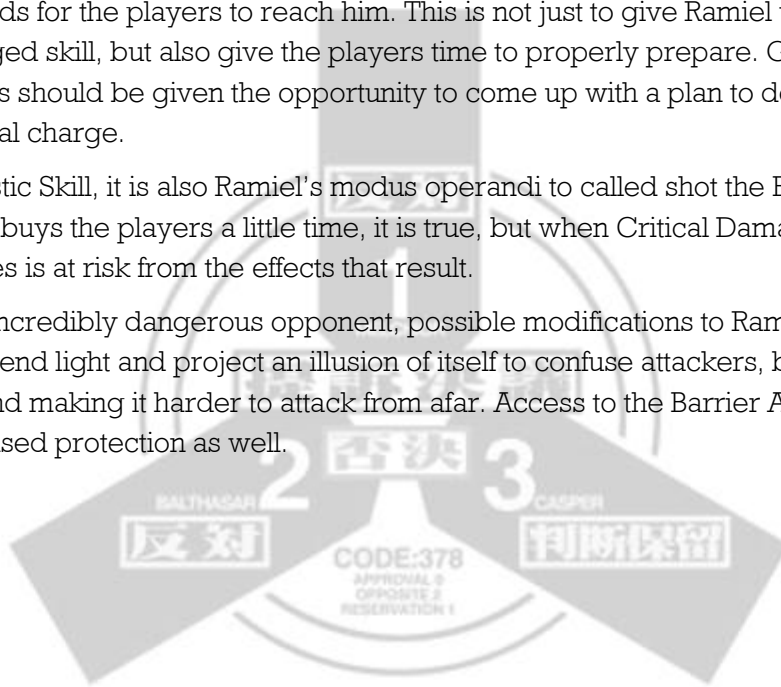
Gaghiel

Gaghiel is an aquatic being with a massive body and long jaws filled with sharp teeth. It also has a small "face" similar to Sachiel's on its forehead, and its core is located in its mouth. It is extremely strong, and can use parts of its body to easily slice up combat warships. Unlike the preceding Angels, it does not generate a visible A.T. Field (though it does not appear to be damaged by any fire from the naval vessels around it).

Gaghiel literally means *Roaring Beast of God*.

Gaghiel Profile									
WS	BS	S	T	Ag	Int	Per	Wp	Fel	LS
70	10	50	50	50	20	40	20	40	70

Gaghiel Body			
Location	% to Hit	AP	Wounds
Head	01-20	5	10
Core	21-25	5	15
Body	76-00	5	25

Movement: 10/20/30/40
Skills: Dodge (Ag), Swim (S) +20.
Talents: Lightning Reflexes, AT Maneuver(Fluid-Tuned)
Traits: Angel (TB 5), Angelic Fear (3), Angelic Weapon (Bite), Size (Enormous) Angelic Senses (30 dam).
A.T. Field Powers: Deflective Field.
Weapons: Bite – Melee; 1d10+5 R; Pen 5; Tearing. After hitting an Evangelion with this weapon Gaghiel may choose to automatically initiate a grapple.

Using Gaghiel:

Gaghiel represents a dangerous threat, but only within its specific area of influence. With its deadly jaws, incredible speed, and large pool of health, Gaghiel is a terror to fight in the water. This is doubly true for Evangelions not properly equipped for underwater combat.

Against a properly equipped force, Gaghiel still presents a difficult fight at it has wounds to spare and may easily Grapple the Evangelions in the course of its normal attacks.

Gaghiel does present the problem of being a very specific encounter. Unless you are transporting something of great value across the sea, it is likely that Gaghiel in his aquatic form will never be encountered as a threat to the Evas directly. How would Gaghiel attack your Base of Operations, when your Base of Operations is on land? Otherwise, you might simply present Gaghiel as an Angel terrorizing sea traffic in general, which the Evangelions are called in to dispose of. In either case, players will likely know exactly what they are fighting long before their character's do.

Possible modifications to Gaghiel include giving it the ability to fly, which allows it to be a threat anywhere. Similarly, one might give Gaghiel the ability to generate amphibious Angelspawn (of Average size), which it sends out of the sea to attack Nerv HQ in its place while it remains safe within its area of dominance, or occasionally threaten Nerv with some form of long ranged attack that it assaults the base with from the sea.
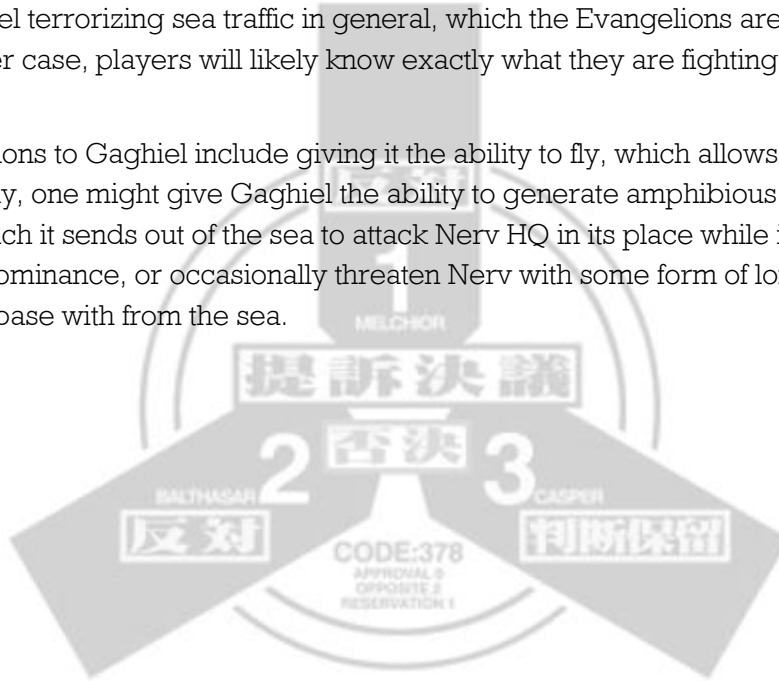
Israfel

Israfel has the appearance of a massive, vaguely humanoid creature. Israfel has a face/mask, reminiscent of Sachiel's, which resembles a yin-yang symbol. Israfel has a pair of razor sharp claws and a weak energy beam (compared to other Angels). Its A.T. Field appears to be relatively weak. It has two cores located in its chest, matched on either side of its center torso by four external bone-like rib structures.

Israfel's most notable weapon is its ability to split itself into separate, twin Angels referred to as "Alpha" and "Beta". The twin Angels are almost identical in appearance and properties to the original (except in color scheme). Both have faces/masks with three eye holes and possess their own cores, but without the rib structures. They use synchronized tactics to fight enemies, and must be attacked in unison to assure victory.

Israfel is named for the twin Angels of Poetry, Music and Dance.

Israfel Profile

WS	BS	S	T	Ag	Int	Per	Wp	Fel	LS
60	30	40	40	40	40	40	20	10	100

Israfel Body

Location	% to Hit	AP	Wounds
Head	01-10	6	12
R. Arm	11-20	4	14
L. Arm	21-30	4	14
Core	31-40	6	15
Body	41-70	6	25
R. Leg	71-85	4	14
L. Leg	86-00	4	14

Movement: 8/16/24/32
Skills: Awareness (Per), Dodge (Ag), Swim (S)
Talents: Combat Master, Lightning Attack.
Traits: Angel (TB 4), Angelic Fear (1), Angelic Weapon (Claws), Size (Hulking), Twin Quantum Core*, Angelic Senses (40 dam).
Twin Quantum Core*: Through the reality bending properties of the AT Field, Israfel may displace its core so that it exists at two separate points in space at the same time, granting it an additional Fate Point. Upon taking Critical Damage to any body part, Israfel splits in half. Both halves (Israfel Alpha and Israfel Beta) use the stats included below. No damage is transferred during the split except that inflicted to the Core (which ends up in two places at once inside the newly generated twins) and each of the twins has one of Israfel's two Fate Points.
A.T. Field Powers: Deflective Field, Teleforce Blast.
Weapons: Claws - Melee; 1d10+4 E; Pen 4; Tearing.

Israfel Alpha/Beta Profile									
WS	BS	S	T	Ag	Int	Per	Wp	Fel	LS
50	20	30	30	30	20	30	20	10	80

Israfel Body			
Location	% to Hit	AP	Wounds
Core	31-40	6	15
Body	41-70	6	25

Movement: 6/12/18/24
Skills: Awareness (Per), Dodge (Ag), Swim (S).
Talents: Combat Master, Double Team, Swift Attack
Traits: Angel (TB 3), Angelic Fear (1), Angelic Weapon (Claws), Disrupted Biology*, Quantum Entanglement**, Recombine***, Angelic Senses (30 dam).
*Disrupted Biology: The unfortunate side effect of splitting in half using this method is that Israfel's biology is no longer fully cohesive. While Israfel still has a normal ''to hit'' chart, its form only has two wound pools: the core and the rest of it. For applying damage and critical damage, Israfel is treated much like a normal Dark Heresy foe with the addition of a Core with its own wounds. Israfel still uses the Angel critical damage charts.
**Quantum Entanglement: Israfel now exists in two places at the same time, moving independently of each other. The Magi have stopped trying to calculate how that works. What is important is that Israfel chooses to replicate the existence that he finds less threatening. Damage done to Israfel after armor and Toughness have been taken into account is not applied until the Angel's turn, and he recalculates wound totals for both Alpha and Beta to mimic which of the twins took less damage overall.
***Recombine: Should Alpha and Beta be forced into the same space, there is a 50% chance that they reform into Israfel Prime. If either Alpha or Beta have taken critical damage, the chance is 100%.
A.T. Field Powers: Deflective Field, Teleforce Blast.
Weapons: Claws - Melee; 1d10+3 E; Pen 3; Tearing.

Using Israfel:

Assuming that you have not previously brought Angelspawn into play, the fight with Israfel will be the first time that your players fight multiple opponents. While that might not seem like a huge difference, it means that unless you have a large party they are unlikely to be able to fully neutralize the A.T. Fields of all Angels present, as well as preventing them from concentrating their attention on one target like most battles. It is a serious change in their normal anti-Angel tactics, and if they do not adapt quickly they may find it too late to mount an effective resistance.

The Israfel twins can exploit their strange biological defense to focus entirely on offense, making multiple attacks per round against the same target, quite possibly bringing down one Evangelion in every round of combat. While their attacks are not especially strong, between the two bodies the players are likely to be put on the defense in short order.

Possible modifications include increasing the number of cores Israfel can split its Quantum Core into, in order to field an extra Israfel offspring. This makes the Angel exponentially more difficult to defeat, and as such should only ever be done against very large groups of Evas. The Israfels may also be given the ability to willingly combine with each other in order to fully regenerate before splitting up again.
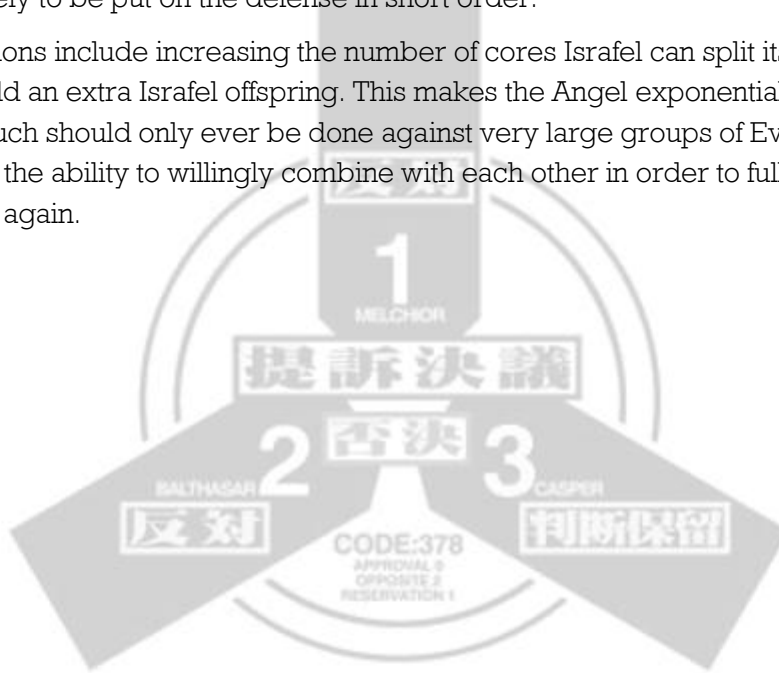
Sandalphon

An immature Angel, Sandalphon is similar in form to the aquatic Cambrian predator *Anomalocaris*. It appears to have no abilities beyond its extraordinary resistance to heat and pressure, up to the point of being able to open its mouth in magma. Its own A.T. Field was never strong enough to physically manifest. Its core was never depicted.

Sandalphon Profile

WS	BS	S	T	Ag	Int	Per	Wp	Fel	LS
40	10	20	30	20	30	20	10	10	30

Sandalphon Body

Location	% to Hit	AP	Wounds
Body	01-00	4	12

Movement: 4/8/12/16
Skills: Awareness (Per), Dodge (Ag), Swim (S).
Talents: None.
Traits: Angel (TB 3), Angelic Fear (1), Angelic Weapon (Bite), Angelic Senses (20 dam), Volcanic Body*
*Volcanic Body: Sandalphon id designed to thrive in a magma-based environment. Sandalphon may move freely through magma as easily as a fish through the sea, and is at no risk from heat or pressure. Sandalphon is immune to E damage, and treats its armor as twice normal (for an effective 8) so long as it is in a superheated environment. Cooling it in some way, such as removing it from the magma and dumping water on it, will reduce it's armor back to 4.
A.T. Field Powers: None.
Weapons: Bite – Melee; 1d10+2 R; Pen 1.

Using Sandalphon:

Sandalphon is an Angel whose encounter in the show does not translate well to gameplay. Sandalphon is without a doubt the least threatening of all Angels in the series. Sporting a virtually nonexistent A.T. Field, low wounds, and a weak attack, fighting Sandalphon is a lot like fighting a Core that can try to bite you. There are only two things that can make this creature a threat to fight: being forced to fight it alone, and having to fight it in its home environment of molten rock.

Unfortunately, both have problems from a GM's perspective. Forcing a character to fight it alone excludes the other characters entirely for the battle, which can be disappointing and boring. Thus, fighting it in molten rock (which puts the Evangelions at the disadvantage of the bulky D-Type equipment) is probably the way to go. Be sure to impress upon your players how risky it is to descend into the active volcano after Sandalphon, as if they get into trouble down in the magma there is little Nerv can do to help them.

Possible modifications to the Sandalphon encounter include making Sandalphon more mature, which would likely result in a creature similar to Gaghiel. Simply increasing its AT Field strength will also make it tougher to kill. Both of the above options would be balanced by deploying multiple Evangelions against it, either having multiple divers sent against it or giving Sandalphon the ability to burrow through rock and attack the Geofront directly. Should Sandalphon be encountered on land, a magma-spewing weapon (using the Burning and Blast traits) would be an appropriate addition to its arsenal.
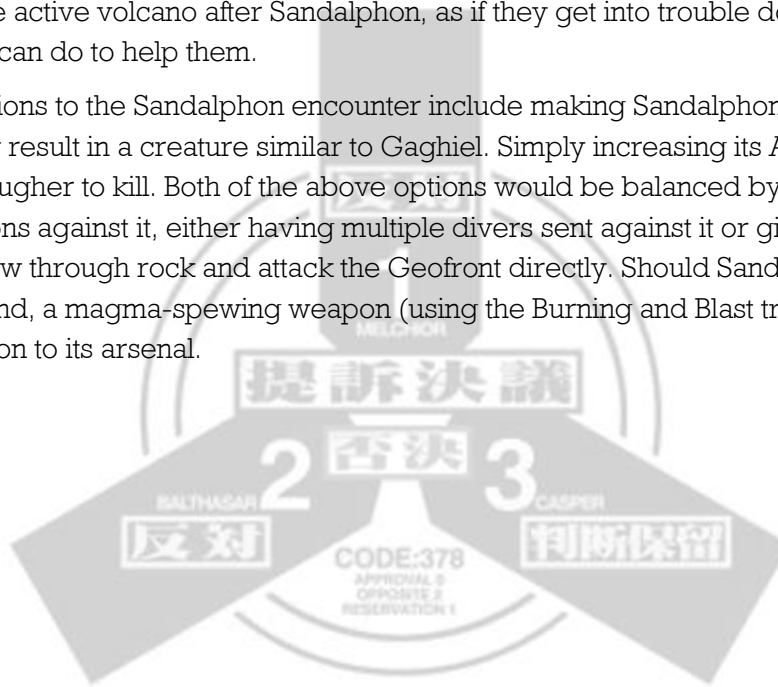
Matariel

Matariel has the appearance of a massive opilionid-like creature with numerous eyes. The central eye on the underbelly secretes a strong solvent which can easily melt through both concrete and steel. The Angel attempts to burn a tunnel directly into the Geofront using this solvent. The Angel appears to possess no special armament beyond this solvent, though it may use its legs to spear nearby targets. Matariel's core is not revealed, and is presumed to be hidden somewhere inside its body.

Matariel literally means *Premonition of God*.

Matariel Profile

WS	BS	S	T	Ag	Int	Per	Wp	Fel	LS
80	20	50	50	10	20	40	10	30	100

Matariel Body

Location	% to Hit	AP	Wounds
Core	01-05	8	16
Body	05-40	8	20
Leg 1	41-55	4	12
Leg 2	56-70	4	12
Leg 3	71-85	4	12
Leg 4	86-00	4	12

Movement: 2/4/6/8
Skills: Awareness (Per), Dodge (Ag)
Talents: None.
Traits: Angel (TB 5), Angelic Fear (3), Angelic Weapon (Acid, Legs), Size (Massive) Angelic Senses (40 dam).
A.T. Field Powers: Deflective Field.
Weapons: Acid – Melee; 2d10 R; Pen 10; This Weapon may only be used against targets directly below Matariel, but it cannot be parried or stopped in any way.
Legs – Melee; 1d10+5 I; Pen 2.

Using Matariel:

In the series, Matariel's greatest advantage was completely unrelated to itself: the massive power outage in Tokyo-3 caused by an internal saboteur. Thus, it would be much in theme for Matariel to pick one of the encounter circumstances (either Angelic or External in nature) from the Angel Generation system. This will give Matariel's encounter some special flavor. Which it certainly needs. As far as can be observed in the series, Matariel's most powerful attack can only be aimed down. For a game where combat usually takes place on the ground, that is hardly useful. Thankfully, Matariel's body is easily shielded using it's legs. Without resorting to called shots, players will find hitting the squishier parts of Matariel to be difficult.

Possible modifications to Matariel include giving Matariel the ability to fly or otherwise force the Evangelions beneath it, the ability to spray its deadly acid as a limited ranged attack, Angelspawn or EMP abilities to stun the Evangelions by interfering with the electronics of the Entry Plug. EMP abilities might also be supplemented with the ability to use Shocking attacks. Additionally, its own claws may become Toxic weapons, poisoning the Evangelion, the Pilot, or both.

Sahaquiel

Sahaquiel is a massive and bizarrely-shaped creature. It has an elongated body, with three eye-like markings (one in the center and one on either end of the body), and three stem-like growths projecting radially at both ends. Sahaquiel's A.T. Field is comparatively powerful, able to shield the Angel from several dozen N² bombs. It also seems to have the ability to jam satellite communications. The Angel's most devastating weapon is itself: utilizing both kinetic energy and its A.T. Field, it drops pieces of itself onto Earth as bombs. Its core appears as the pupil of the central "eye."

Sahaquiel literally means *Ingenuity of God*.

Sahaquiel Profile

WS	BS	S	T	Ag	Int	Per	Wp	Fel	LS
50	80	40	60	30	20	60	10	20	200

Sahaquiel Body

Location	% to Hit	AP	Wounds
Core	01-10	3	10
Body	11-00	3	90

Movement: 6/12/18/24
Skills: Awareness (Per), Dodge (Ag)
Talents: None.
Traits: Angel (TB 12), Angelic Fear (2), Angelic Weapon (Orbital Bomb, Planetfall), Size (Massive), The Stuff of Nightmares; Angelic Senses (60 dam).
A.T. Field Powers: Bunker Field.
Weapons: Orbital Bomb – *; S/-/-; 3d10 X; Pen 10; Breach 6; Blast(8), Longshot, Recharge. On a failed BS Test Sahaquiel may opt to spend one of its bonus rerolls from having a high LS Characteristic to automatically succeed at that BS Test instead, with 0 Degrees of Success. Each Orbital Bomb used removes 10 Wounds from Sahaquiel's Body. Bunker Field may only halve damage from Orbital Bomb.

Planetfall – Melee. If allowed to impact a solid surface Sahaquiel may burn a Fate Point as a Free Action to detonate its entire body, dealing its current Body Wounds*Deflection in flat Energy damage to all within a Blast radius of 1 km. Bunker Field may only halve damage from Planetfall.

Using Sahaquiel:

Sahaquiel represents the first orbital threat that your players are likely to face, as well as one with an attack that threatens whole cities with every shot. More than any other, fighting Sahaquiel requires proper planning.

In the series, Sahaquiel is defeated when it attempts planetfall on Tokyo-3. While a potentially devastating attack, that was quite possibly the dumbest thing Sahaquiel could have done, sacrificing its superior range without attempting to soften up Tokyo-3's defenses with its Orbital Bombs first.

However, unless Sahaquiel expresses such stupidity, fighting it can be virtually impossible.

Anti-orbital weapons (such as the Great Positron Cannon or the Heavy Railgun) have the potential to harm it but Sahaquiel's powerful A.T. Field is far outside the range of neutralization, and can make winning such a battle a long shot without specialized A.T. Powers such as Dirac Breach or Spatial Funnel.

The major threat from Sahaquiel should always be it's Planetfall attack. Players should be given ample warning that such an attack is coming, and a chance to plan for it accordingly. If the planetfall is successful, it will likely destroy the Base of Operations entirely. Even if all of your players burn a Fate Point to survive the impact, it will still dramatically change the tone and nature of your game as it is very likely that most if not all of the NPCs they have come to know are now dead. It should be explained in great detail to the players that the Planetfall attack is capable of being many times more devastating than even an N2 mine, and is not to be at all taken lightly.

Other possibilities for fighting Sahaquiel include deploying one or more Evangelions into orbit via rocket, outfitted with special (E-Type) equipment to allow space combat, in order to engage and neutralize Sahaquiel's A.T. Field. Balancing the attack force with what is necessary to defend your Base of Operations from Orbital Bombs and the possibility of a Planetfall may be difficult.

Possible modifications to Sahaquiel include replacing its Bombs with a Positron Beam similar to Ramiel's, or weakening the impact damage from its Bombs but having them be Hulking-sized Angelspawn deployed by orbital drop.

Iruel

Iruel is a nano-scale entity, similar to a virus. In addition to its A.T. Field, it demonstrates an ability to adapt and evolve to almost anything. Rather than "moving" in the conventional sense, the Angel seems to simply spread by rapidly reproducing at the cellular level.

Iruel literally means *Fear of God*.

Iruel Profile									
WS	BS	S	T	Ag	Int	Per	Wp	Fel	LS
30	50	10	40	40	40	30	10	20	110

Iruel Body			
Location	% to Hit	AP	Wounds
Body	01-00	1	23

Movement: 8/16/24/32
Skills: Awareness (Per), Dodge (Ag), Tech Use +10 (Int), Computer Use +20 (Int)
Talents: None.
Traits: Angel (TB 8), Angelic Fear (2), Size (Scrawny), Stuff of Nightmares, Angelic Senses (30 dam), Iruel Actions*, Swarm, Replicator**, Adapt***

*Iruel Actions: Iruel does not attack in any normal fashion. Instead, it has access to the following special 'Iruel Actions':

> **Expand:** As a half action, Iruel may heal a number of wounds to its body equal to its current TB, or heal 2 Critical Damage (Iruel's choice).
> **Assimilate:** Iruel infests and subverts nearby vehicles. As a Half Action Iruel may test BS against a single Mob of Conventional Forces as if making an attack with a range of 20 dam. On a success, that Mob of Conventional Forces may take no actions for 1 round. After that 1 round, they return to play under Iruel's control, and are treated as being protected by Iruel's AT Field for the purpose of special effects and Deflection.
> **Infect:** As a half action, Iruel may make a BS Test against an Evangelion as if using a weapon with a range of 20 dam. On a success, the hit body location becomes 'Infected' by Iruel. It will continue to take 1d5 damage (which ignores AP and TB) on Iruel's turn each round. If this deals critical damage to that location, it has a percentile chance of infecting all adjacent body locations (infecting the body, or all other limbs at once if this is already the body) equal to the current amount of critical damage on that limb. Thus, an arm that had 6 critical damage would have a 60% chance of spreading the infection to the body this turn. If the Evangelion is defeated by damage from Infect, it shuts down and the pilot inside takes 2d10 Ego damage every turn. If this reduces the pilot to 0 Ego, they dissolve into LCL as normal and the Evangelion reactivates at full health, now under Iruel's control.
> The only way to prevent infection from progressing is to remove the limb. Multiple infections on a body location do not stack.

Subvert: Iruel may use the networked nature of the Base of Operations against it, by taking control of Nerv systems. As a half action, Iruel may test Computer Use. On a success, it takes control of one of Nerv's Systems. This could be represented by taking a single Support Structure offline (shutting down launch systems or umbilicals the pilots are using) or deactivating specific Operation's Director talents for the rest of the battle (such as Remote Care or Precision Targeting). Once this ability has succeeded 3 times, Iruel takes control of the Magi. Further rolls on the Magi Supercomputer chart may not be made, and Iruel activates the Base's Self Destruct command. If Iruel has not been defeated within 5 turns, an N2 mine goes off inside Nerv HQ.

These constitute the only offensive actions Iruel can take. It may still move, use skill checks, and use any AT Power's it knows as normal, as well as give commands to any units it has taken control over or use any support systems or talents it has stolen (using actions as appropriate for these stolen options).

**Replicator: Iruel has no solid form, and is instead a swarm of replicating and subversive nanomachines. This makes it extraordinarily hard to kill; as if even a single nanomachine lives Iruel is not truly defeated. Not only does Iruel regenerate 1 wound every round at the beginning of its turn, but Iruel is not defeated by critical damage. Indeed, it ignores the critical damage charts entirely. The only way to destroy Iruel through damage is to deal it critical damage, and then hit it with an N2 mine while it has 0 wounds. Only then is it defeated. Otherwise, the surviving nanomachines continue to replicate and resume their attack within a matter of minutes. Thankfully, there are other ways to defeat this Angel…

***Adapt: Iruel is a rapidly evolving being, constantly adapting to new threats. Iruel begins the fight with 3 charges of Adapt. Iruel may, at any time, choose one specific form of attack that has already been used against it and expend 1 charge of Adapt. From this point forward, Iruel is immune to that form of attack. The type of attack must be fairly specific, such as: a specific technology of weapon, a specific poison, a kind of computer virus or a harmful environmental variable. Iruel will automatically use this ability to become immune to any form of attack that has just scored a Righteous Fury against it, or dealt Critical Damage to it. It may additionally choose to use Adapt at any time. Once the three Charges of Adapt are used up, Iruel can (and indeed, must) permanently forget 1 special 'Iruel Action' to use it as a charge of Adapt. The forgotten Iruel Action may not be used again, but any units or abilities commandeered by it remain under Iruel's control until it is defeated or they are destroyed. Once Iruel has no more ''Iruel Actions'' left available, it has reached an evolutionary dead end and is harmless, unable to take any other offensive action. Iruel has been defeated! After being defeated in this manner, Iruel's cells die off over the course of several hours until none remain.

A.T. Field Powers: Deflective Field, Neutralize
Weapons: None

Using Iruel:

In the series, Iruel was a hard angel to categorize. As a nano-scale entity, it infested Nerv HQ and was only defeated by the exceptionally brilliant strategy of using the Magi to force it down an evolutionary dead end. However, in the series this did not involve the pilots at all. They were ejected and Nerv didn't have a chance to recover them until Iruel had already been dealt with.

The premise that the above Angel is built upon is that in the series Iruel got lucky. He managed to infiltrate deep into Nerv without being detected until he had already neutralized the threat of Evangelions by removing the pilots from play. Had Iruel approached in a more conventional fashion, the encounter would have gone much differently.

As the fight against Iruel begins, Iruel may seem like it is of little threat to the Evas. It cannot damage them directly, it does not yet have any Nerv units or systems under its control, and it has no means to attack the pilots minds like some other Angels. However, the longer that the players allow Iruel to live, the stronger it becomes and the harder it is to kill. Their only chance is to diversity their attacks against it, using new technologies and weapons and strategies to force Iruel to defeat itself before Iruel can cause the base to self-destruct. No easy task.

In the event that it looks like Iruel is close to subverting the Magi, it is highly recommended that the GM use this last chance to inform the players of Iruel's weaknesses. Once Iruel takes control of the Magi and enables the Self Destruct, going to the Magi for help or advice will no longer be an option.

Possible modifications to Iruel include giving it more AT Powers or coming up with new Iruel Actions. Replacing already present Iruel Actions changes the nature of Iruel's threat, but adding new Iruel Actions on top of this increases its bag of tricks while also forcing the players to come up with another new kind of attack to defeat it. Any change made to the list of Iruel actions should be deeply considered before committing to it, as even a small change can alter the nature and difficulty of the battle dramatically.
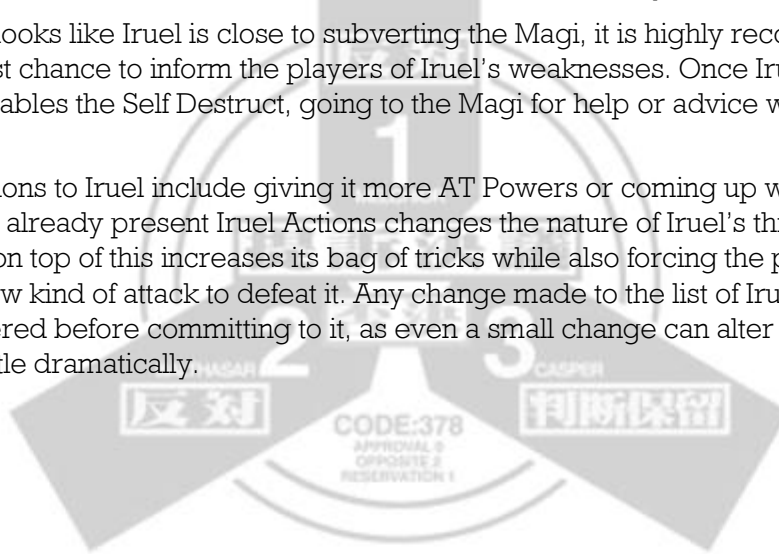
Leliel

Leliel has a misleading appearance and possesses bizarre properties and powers. The Angel initially appears as a large, floating, black-and-white patterned sphere. When attacked, it re-manifests as a large black shadow. The Angel's true body is the shadow itself, and the ''shadow'' of the Angel is the floating sphere. This makes this Angel one of the most difficult to combat as it is impossible to attack a virtually 2-D creature. Leliel is explained as possessing an extremely powerful inverted A.T. Field, which allows the Angel to take into itself anything in range of its shadow-like body, and keep it contained. Within the inverted A.T. Field is a Dirac Sea, an extradimensional space of unknowable size. At its fullest extension, the Angel's body is 60 decameters in diameter and 3 nanometers thick. It is unknown whether Leliel has a core and, if so, where.
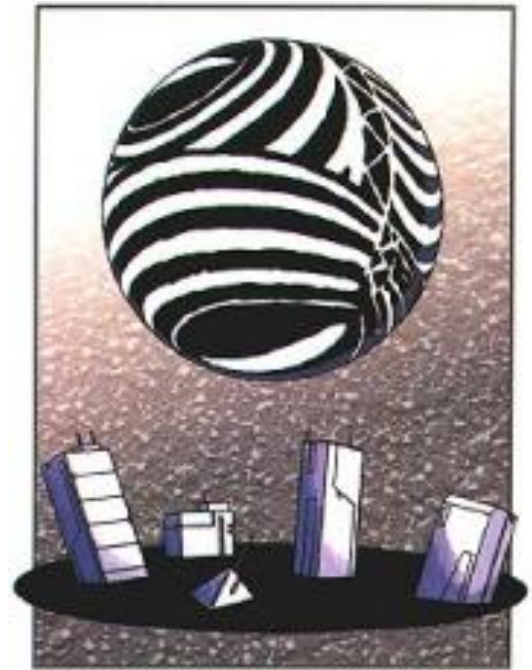
Leliel literally means *Jaws of God*.

Leliel Profile

WS	BS	S	T	Ag	Int	Per	Wp	Fel	LS
00	00	00	30	20	30	60	10	30	200

Leliel Body

Location	% to Hit	AP	Wounds
Core	01	4	10
Illusion	02-00	*	*
Barrier	*	0	30

Movement: 4/8/12/16
Skills: Awareness (Per), Charm (Fel), Blather (Fel)
Talents: None.
Traits: Angel (TB 6), Angelic Fear (3), Size (Massive), The Stuff of Nightmares; Angelic Senses (60 dam), 3D Shadow*, Dirac Being**, Engulf***, Contact****

*3D Shadow: The Black and white orb that hovers in the air is not the real Leliel, but rather a visible reflection of Leliel's true extra-dimensional nature. In reality, Leliel is the large area of dark ground that ''follows'' the orb: a 2 dimensional overlap into an artificial universe, where Leliel hides its Core. Firing at the orb or the dark ground from outside deals no damage to Leliel under any circumstances. Any Evangelion that enters Leliel (see the Engulf special ability) may then attempt to attack Leliel's core from inside the extradimensional space, but odds of success are low. The hit location is only the core 1% of the time, even on the inside, and the remaining 99% of Leliel is unfazed by any attack. Leliel is immune to called shots of any kind.

Dirac Being: Leliel, for all intents and purposes, is itself an extradimensional pocket universe. It has no real physical form other than its very well-hidden core, and as such damaging it physically is not reliable. If you want to harm Leliel, you will need to break down the barrier between worlds that separates Leliel from realspace. This is no easy task. A clever player may punch small holes in Leliel using the Dirac Breach AT Power, dealing an amount of damage to Leliel's ''Barrier'' hit location (which cannot be rolled normally) equal to the Intelligence Bonus of that pilot (ignoring TB). However, whenever this is done there is a 10% chance that the pilot using Dirac Breach is sucked inside of Leliel, no matter the distance between them. The more reliable way to weaken Leliel's Barrier is to destabilize the AT Field holding it in place. Being neutralized from the outside has no special effect on Leliel. Neither does being Neutralized from the inside. However, when Leliel is Neutralized by Evangelions inside its extradimensional space and outside of it at the same time, Leliel takes an amount of damage to its Barrier at the start of it's turn equal to the lower of the two amounts (ignoring TB). For example: If 2 Evangelions outside of Leliel neutralize it for a total of 13, and one Evangelion Neutralizes it inside for 5, Leliel takes 5 Damage to it's Barrier at the start of each turn that this is true.

Once Leliel's Barrier has been reduced to 0, Leliel's Dirac Sea collapses and ejects everything that it had engulfed previously back into normal space, it's core being destroyed in the process. Leliel is defeated. Leliel is immune to called shots of any kind.

***Engulf:** When threatened, Leliel will open a one-way hole into its Sea of Dirac at the enemy's feet. The Evangelion must succeed on a very difficult (-30) Agility test or become trapped, slowly sinking into the Sea of Dirac over the course of the next round. Once this process has begun, due to the one-way nature of the opening it cannot be escaped while Leliel still lives.

Even if the Agility Test is made, the Evangelion must still find a way to get out of the area without touching the ground, which may prove impossible depending on the local terrain and what abilities the Evangelion has at its disposal.

Once Engulf has been used, the hole remains open in that space. Leliel will continue to use Engulf every round, attempting to trap an Evangelion each time, until it succeeds at trapping an Evangelion. Once an Evangelion is trapped inside, Leliel will fall dormant, focusing its attention inward on the Evangelion it has Engulfed (see Contact below). Every time this ability is used, Leliel deals 5 Collateral damage as it sucks into itself entire streets and buildings.

An Evangelion may always willingly jump into an open hole into Leliel.

Once inside of Leliel, players find themselves in a blank white space of indeterminate size. They immediately lose all contact with everything outside of Leliel, may not receive new communications from anyone outside of Leliel, may not be the subject of any OD Talents or abilities, and lose any Umbilical they may have attached. At this time, they may attempt to hit Leliel's hidden core (see 3D Shadow), or go into ''power saver mode'' to buy time, allowing them to wait and take no actions to conserve rounds of operation. Power Saver mode reduces operation time at a rate of 1 round per hour. Acting normally inside of Leliel uses rounds of operation time as normal. If an Evangelion runs out of power inside of Leliel, that player must burn fate to survive or else they and their Evangelion simply become ''lost'', never to be seen again. On a burned fate, the pilot survives (assuming Leliel is eventually defeated) but still may not take actions of any kind until power is restored.

****Contact:** Leliel's ultimate goal is to use its Dirac Sea as a trap, and prey upon the vulnerable pilots it has inside. Pilots take 1d5 Ego Damage for every hour they spend inside of Leliel, due to exposure to its AT Field. In addition, Leliel attempts to make a basic level of contact with the pilot, which the human mind simply does not know how to interpret. This results in a flat 1d5 Insanity for entering Leliel at all. In addition, Pilots take 1 Insanity every hour they spend inside Leliel. If, for any reason, a Pilot gains enough Insanity to raise it's Insanity score to a multiple of 10 while inside Leliel, it immediately suffers from a roll on the Dark Heresy Hallucinogenic Grenade chart.

A.T. Field Powers: Bunker Field
Weapons: None

Using Leliel:

Leliel is, above all other things, a spider. Not in the sense that it has 8 legs and a poison bite, but rather in it's tactics. Leliel sets a trap to catch any Eva that wanders into it, and then waits for that captured prey to exhaust itself in its feeble attempts to escape. Once its prey is helpless within the trap, Leliel closes in for the kill and forces them to burn a Fate Point to survive.

Using Leliel is a tricky matter, as it is easy for a foolish party to defeat themselves. Leliel will do everything it can to capture an Eva, but if all of the Evangelions enter Leliel they have made it impossible to exploit the Neutralization weakness of the Barrier. Inside of Leliel, their only chance is to attack Leliel every turn and hope that they hit Leliel's hidden core. At a mere 1% chance of success, this is incredibly unlikely to result in victory.

GMs should note, however, that Leliel has a special weakness against Berserk Evangelions. A Berserk Evangelion inside of Leliel needs no power to operate. While the chance to hit Leliel's core is still only 1% per attack, they have all the time in the world to continue attacking as they never need to worry about running out of power. As such, a Berserk Evangelion *will* defeat Leliel, it is just a question of when. If the Evangelion takes too long, however, the Pilot inside it may already have gone permanently insane.

Leliel's weaknesses are something that are very difficult to observe, and the high-science nature of Leliel's extradimensional form means that the Magi supercomputers and the Science Team will probably need to provide heavy clues to the players to help them figure things out.

Similarly, GM's should bring the possibility of the Evangelion shutting down and going into power-saver mode to the attention of any Pilot that is engulfed by Leliel as soon as they have been Engulfed. It may take some time for the Nerv forces still outside to come up with the plan they need to defeat Leliel, and left to their own devices few players will willingly shut down their Evangelion and wait unless you, as the Game Master, tell them that doing so would be in their best interests.

Given the nature of Leliel, Game Masters may wish to use this opportunity to use the ''Touched by an Angel'' or ''Nightmare in the 8th Dimension'' scenarios.

Leliel is a very specific kind of encounter, but it may still be modified by giving it additional abilities inside of it. There may be still solid chunks of city floating inside of Leliel that form a kind of broken landscape that the Evas need to navigate. There may be… *things* living inside of Leliel, or time could work differently on the inside. As Leliel is a small universe, the GM can make almost anything happen with the boundaries of that space. Get creative!

Bardiel

Bardiel inhabits an Evangelion (in the series this is Unit 03). It apparently possesses all the properties and strengths of an Evangelion, and it can also stretch the Eva's arms to a distance roughly equal to the Eva's height. The Angel's core is never shown, but, given that it has taken over Unit 03, and the Evangelions all have cores, it can be assumed to possess Unit 03's core.

Bardiel literally means *Humiliated Son of God*.

Bardiel Profile									
WS	BS	S	T	Ag	Int	Per	Wp	Fel	LS
70	50	60	50	60	50	40	20	40	100

Bardiel Body			
Location	% to Hit	AP	Wounds
Head	01-10	5	21
R. Arm	11-20	5	23
L. Arm	21-30	5	23
Body	31-70	7	27
R. Leg	71-85	5	23
L. Leg	86-00	5	23

Movement: 12/24/36/48
Skills: Acrobatics (Ag), Awareness (Per), Contortionist (Ag), Dodge (Ag)
Talents: Drop Trained, Gravity Kick, Hatred (Evangelions), Lightning Attack, Takedown.
Traits: Angel (TB 5), Angelic Fear (4), Angelic Weapon (Morphic Frame), Integrated Core*, Angelic Senses (40 dam).
*Integrated Core: Due to its nature as an Evangelion, Bardiel's core is buried deep within its chest and is heavily armored. As such, direct attacks against it are impossible. Bardiel is defeated when it has been damaged in such a way that an Evangelion would be destroyed or at least rendered completely useless, such as by destroying the body and head together.
A.T. Field Powers: Deflective Field, Float.
Weapons: Morphic Frame - Reach 6 dam; 1d10+8 E; Pen 6; Flexible. Any Evangelion stunned by Bardiel's Takedown or hit by its Gravity Kick is exposed to an infectious liquid that deals 1d10 damage to the pilot's Ego Barrier. Should the pilot be reduced to 0 Ego Barrier in this way the Evangelion will rise as an extension of Bardiel and both units will have to be destroyed for it to be defeated.

Using Bardiel:

Bardiel can be more powerful than any standard Evangelion, but is likely to be defeated by a joint effort of multiple Evangelions. As such, Bardiel makes use of its Takedown ability and Fear rating for crowd control before using Float to enhance its Gravity Kick.

Bardiel works best by separating the Evas and engaging them one at a time. It is especially fond of using Takedown to incapacitate a lone Evangelion and then continue using Takedown on it to erode the pilot's Ego Barrier. If Bardiel is at risk of being overwhelmed by multiple Evangelions, it would be best to pull Bardiel out of melee using Float, using this opportunity to Gravity Kick an Evangelion within range (probably targeting a ranged attacker who stayed back to put some distance between itself and the Melee Evangelions it is fleeing).

Possible modifications to Bardiel include additional Evangelion equipment, or more abilities to provoke damage to the Ego Barrier or cause Fear. Talents that will further help isolate the party such as Halt Advance and any upgrades that could be made to an Adeptus Evangelion player character would also be appropriate choices. An especially potent trick would be to give Bardiel the Phase Trap AT Power, allowing it to single out one Eva and fight it one on one for a short period of time. In single combat, Bardiel is at a considerable advantage.
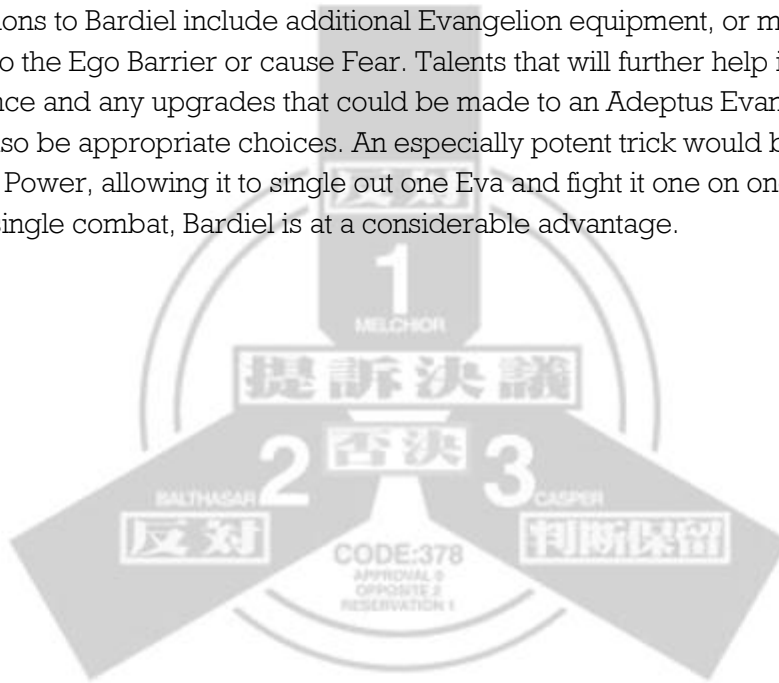
Zeruel

Zeruel appears as a floating creature as large as the Evas but lacking humanoid limbs, with a malformed "skull" as a face. Zeruel possesses one of the most powerful Angel beam attacks to date (which, like Sachiel's, detonates into the shape of a Christian cross) which it can fire several times in rapid succession. It also possesses folding foil-like "arms" that it uses as cutting weapons in close-range combat. These arms can breach most materials with relative ease. It also uses these arms to crawl about when it breaks into Central Dogma from the Geofront. The Angel has a relatively powerful A.T. Field, and its armor-like skin is strong enough to endure the point-blank detonation of an N^2 bomb completely undamaged even without the usage of an A.T. Field. All in all, Zeruel is one of the most powerful Angels ever seen. Its core is located on its chest.

Zeruel literally means *Arm of God*.

Zeruel Profile

WS	BS	S	T	Ag	Int	Per	Wp	Fel	LS
90	30	40	50	20	20	50	40	10	160

Zeruel Body

Location	% to Hit	AP	Wounds
Head	01-10	10	30
R. Arm	11-20	5	15
L. Arm	21-30	5	15
Core	31-40	5	30
Body	41-00	10	45

Movement: 4/8/12/16
Skills: Awareness (Per), Dodge (Ag).
Talents: Lightning Attack.
Traits: Angel (TB 10), Angelic Fear (1), Angelic Weapon (Foil Arm), Armored Core*, Superheavy Shell**, The Stuff of Nightmares, Ultimate Shield***, Angelic Senses (50 dam).
*Armored Core: Zeruel's Core is defended by a heavily armored membrane that activates when Zeruel detects an attack aimed directly at it. Any attack specifically aimed at the core (such as a Called Shot) is redirected to the body unless Zeruel was successfully Feinted first (although a randomly rolled hit on the core is treated as normal).
**Superheavy Shell: Each body location on Zeruel has a layer that absorbs and softens attacks that would make other Angels recoil in pain. Any attack with a Penetration that fails to overcome its AP halves its rolled damage and may not provoke a Righteous Fury.

***Ultimate Shield: Zeruel's ability to deflect kinetic energy, rebound slashing implements and outright stop force is unparalleled, causing even the strongest instances of massive damage to be but mere chips on its armor. If an attack would deal more than 10 damage to Zeruel after TB and AP reduction are applied, instead it deals 10 damage.
A.T. Field Powers: Bunker Field, Cross Blast, Layered Field, Rising Cross.
Weapons: Foil Arm - Reach 8 dam; Flexible. This weapon automatically deals 1d10 Critical Rending Damage to anything it hits, and its effect may apply multiple times per Action.

Using Zeruel:

In the series, Zeruel is the only Angel who ever managed to breach Nerv defenses by sheer force. In the progression of Angels in your game, Zeruel represents the point in the campaign where the gloves have come off and everything becomes much, much harder.

Generally good at everything, Zeruel is an Angel not to be trifled with. With the ability to use Rising Cross on multiple targets at once and powerful, long range foil arms, there is no safe way to attack Zeruel save extreme range, which limits your options significantly.

Zeruel's special defenses also make killing it incredibly difficult, even for a combat specialized group. As such, it is likely that this combination of incredible defense and offense will cause Zeruel to walk right over your players. This is not a design flaw. Defeating Zeruel at all is a feat in itself. Defeating Zeruel by anything other than the skin of your teeth is a sign that the GM is holding back.

Zeruel is already very powerful, so it would be unwise to modify his weapons further. Possible modifications to Zeruel include the ability to teleport short distances, an ability to absorb Energy based damage or an EMP that can temporarily knock out the city's power grid (negating the use of umbilical cables or stunning all Conventional Forces on the field for 1d5 rounds).

Arael

Arael has the form of a massive, glowing winged creature. In addition to a conventional A.T. Field, Arael's main weapon appears as a beam of yellow-white light, which penetrates the target's mind to directly attack their psyche (the beam itself is stated to have properties similar to an A.T. Field). The Angel's core is held outside of its body by the appendages on its underbelly.
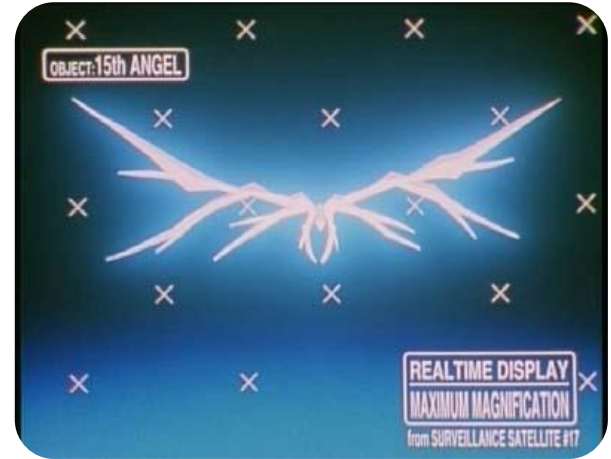
Arael literally means *Light of God* or *Vision of God*.

Arael Profile									
WS	BS	S	T	Ag	Int	Per	Wp	Fel	LS
30	70	40	40	10	40	50	20	10	130

Arael Body			
Location	% to Hit	AP	Wounds
Head	01-10	4	12
Core	11-20	4	24
Body	21-00	4	48

Movement: 2/4/6/8
Skills: Awareness (Per), Dodge (Ag)
Talents: None.
Traits: Angel (TB 8), Angelic Fear (1), Angelic Weapon (From the Heavens), Size (Enormous), Angelic Senses (50 dam).
A.T. Field Powers: A.T. Ping, Deflective Field.
Weapons: From the Heavens - *; S/-/-; Longshot; Any foes hit by this weapon must Test Willpower at a -10 penalty for every 2 Degrees of Success on Arael's BS Test. On a failure, they gain 1d10 Insanity Points and are stunned for 1 round. This attack may not be Dodged.

Using Arael:

While lacking any ability to deal damage, Arael is one Angel from the series that your players are sure to fear. Capable of ignoring defenses and incurring long term status effects or even removing your character from play entirely, a fight with Arael can go wrong for the players in any number of ways.

Depending on how the fight with Sahaquiel went, your players might attempt to fight Arael in any number of ways. It is recommended that you modify Arael in such a way that their previously used tactics against Orbital Angels are made less effective somehow, preferably by sticking to Araels theme of non-damaging attacks.

Such modifications might be the effects of a hallucinogenic grenade from Dark Heresy on any pilot that comes within a certain radius, or the ability to force an Evangelion to go Berserk (thus denying it ranged attacks) for a short period of time.

While it might seem cruel, don't be afraid to remove a character from play due to permanent insanity resulting from Arael's beam.

Armisael

Armisael appears as a large glowing floating torus which may represent a plasmid. In its initial dormant phase, the Angel's body has a double helix structure. During battle, the double helix deconstructs into a single thread, which then lashes out at enemies, utilizing its entire body as a weapon. Its powers are potent enough to pierce the Evas' A.T. Fields as it attempts to fuse with the Evangelion and its pilot.

Armisael literally means *Mountain of Judgment of God*.

Armisael Profile

WS	BS	S	T	Ag	Int	Per	Wp	Fel	LS
70	20	60	80	30	30	20	20	10	120

Armisael Body

Location	% to Hit	AP	Wounds
Body	01-00	4	75

Movement: 6/12/18/24
Skills: Awareness (Per), Dodge (Ag).
Talents: Lightning Attack.
Traits: Angel (TB 16), Angelic Fear (1), Angelic Weapon (Merge), Hoverer, The Stuff of Nightmares, Angelic Senses (20 dam), Variable Morphology*, Fuse**
Variable Morphology*: The Angel may Test Toughness as a Reaction Action to negate any result of a single WS or BS test (treating single attacks, full auto, or attempts to Halt Advance or Grapple equally). Lacking a visible Core the only way to defeat it is to destroy the entirety of the body. Armisael may use this ability while during a grapple.
Fuse:** On a hit, Armisael enters a grapple from which the Evangelion may not free itself as Armisael automatically beats them in any WS Test for as long as Armisael lives. The Angel continues to deal damage to the Pilot's Ego Barrier for the duration of the grapple in place of any normal damage. Since this ability triggers on the first hit by Armisael, once the grapple has begun the remaining attacks available to it this turn (such as any attacks made as part of its Lightning Attack which have yet to resolve) are immediately forfeit. In effect, Armisael uses Lightning attack to have three chances to hit its target, but will only ever deal damage once.
A.T. Field Powers: A.T. Ping, Deflective Field, Accelerated Territory, Float
Weapons: Merge - Melee; 1d10+12 I; Pen 8; Armisael fuses with any Evangelions it hits. On any hit it deals Ego Barrier damage instead of the weapon's normal damage, at the same final value the weapon would have normally dealt after AP and TB.

Using Armisael:

Virtually unstoppable, Armisael's encroachment attack may come especially heavy hitting after the insanity inducing Arael. The Merge ability, used as intended, is at a serious risk of targeting a single pilot and relentlessly destroying his Ego Barrier. Once Armisael has chosen a target, he is unlikely to let it escape. A truly harsh GM will have Armisael target the pilot with the lowest Ego, aiming for easy prey…

While already a terrifying opponent to fight, Armisael presents an opportunity for any number of possible modifications. Recommended modifications for Armisael include an exploitation of its whip like nature by giving it Shamshel's ability to destroy weapons, or using it's morphic form to give it additional shapes it can take, possibly mimicking physical characteristics and abilities of the Angels that have come before it.

TABBRIS

Tabbris, the final Angel, holds the form of a human (Kaworu Nagisa in the series). Like the other Angels, he is "born of Adam", although it is implied that he was created by the organization Seele. Tabbris' A.T. Field is the most powerful ever detected, strong enough to block out "light, magnetism, sub-atomic particles, *everything*". He may control any Evangelion unit he wishes, even from outside the entry plug, so long as the soul inhabiting the Eva is dormant (although whether this means the Evangelion is simply inactive or there must be some disconnect between the Evangelion and the Pilot is unclear). Within the entry plug, he can set his synchronization ratio at any level he wishes. The nature or even the very existence of his core is not revealed.

Tabbris loosely means *Good of God* in Hebrew.

Using Tabbris:

Among all the Angels from the series, Tabbris represents the one with the most potential. Because of his human form and intelligence, he can be used to create a truly interesting NPC and memorable encounter. It is highly encouraged that GM's tailor Tabbris to their campaigns, as the encounter with him will surely define the endgame of your campaign. As such, no official stats have been provided.

Tabbris, created directly from Adam by Seele, has a human form and thus can do what no other Angel could ever hope to: infiltrate. He also has an A.T. Field more powerful than anything else ever witnessed in the series, requiring Rei to use Lilith's A.T. Field to neutralize his for him to be made vulnerable. Given the strength of his A.T. Field, and his lack of any other form of attack, it is entirely plausible to give him any AT power of his choice.

Tabbris also exhibited, in the series, the ability to command an Evangelion from outside of it and override human technology with a glance. Either of these abilities could be exploited for an interesting encounter, but other unique powers of the GM's own imaginings would be fine as well.

Tabbris could easily sneak into the Geofront and initiate Third Impact so quickly and so protected by his A.T. Field that there would be no chance of stopping him whatsoever without a Dues Ex Machina. However, that is rarely fun for the players.

Instead, Tabbris is assumed to conform to the following theme: intelligence, person sized and person shaped, very frail but protected by an unbelievably powerful AT Field. If encountered in P-Scale, the players should hope that it does not turn into a confrontation. There is basically nothing they could do to Tabbris in person that can hurt him, given his AT Field.

Possibilities for using Tabbris include:

1) The Reveal

Introducing him as an NPC (possibly as new pilot) and then revealing him as the last Angel. This is what was done in the series, and that is exactly why it is recommended that you avoid this route. Should you introduce such an NPC pilot late in the game, your players would be fools not to suspect him. Introducing him early in the game, however, requires you to come up with a reason why he simply doesn't strike as soon as there is an opening, or simply betray the other pilots after a particularly tough battle when they are in no shape to resist him.

2) The Ret-Con Reveal.

At a time of your choosing, take aside a pilot and inform him that he is the last Angel. All of his memories were falsely implanted by Seele, and now he has been 'activated'. This would obviously work best with a Pilot that has the Manufactured background, even better if he chose the Angel Hybrid Asset.

This allows you to put the terms of engagement in your player's hands. Whether he chooses to initiate Third Impact, destroy himself out of self-loathing, or some other course of action is entirely up to him. However, should you choose this route, it is highly recommended that you limit Tabbris's power if he decides to side with the party. That is, unless, you really feel your players need a walking god on their side to survive what is to come…

3) The Antagonist.

While Tabbris was sent by Seele to Nerv HQ late in the series, there is nothing that says he was not created earlier than that. You can use Tabbris as a reoccurring enemy who manipulates and strikes from hiding, preparing for his inevitable assault on the Geofront.

Because the Angels work individually, in this role it is entirely possible to have Tabbris assist the Pilots against an Angel that he fears might reach Adam before him. However, down this route is sudden but inevitable betrayal.

Possibilities for a final confrontation with Tabbris include him acting as a sort of commander for other Angels, amassing a cult of personality to use humans to fight humans, or defeating and collecting multiple Evangelions from other Nerv installations- amassing his own team of possessed Evangelions to fight the players for him. Whether this group is made up of standard Evangelions, Mass Produced Evangelions, or a mix of the two is entirely up to the GM.

Archangels

Do you think your Angels are too easy? Do you have difficulty coming up with interesting gimmicks? Do you dislike randomly rolling Angels as much as you dislike having to come up with their abilities entirely on your own? Are you simply a jerk who wants to inflict maximum suffering to all of your players at minimum effort? If any of these is true, this section is for you.

Contrary to what the name might lead you to believe, an Archangel is not different in any way, shape, or form from a regular Angel from the perspective of fluff. They're simply much more powerful and they greatly discourage the usual tactic employed by players of trying to overwhelm an Angel with numbers.

Archangels are very difficult enemies likely to cause a Total Party Kill on unsuspecting or overconfident players.

Be careful not to overdo it, however. Unless you're shooting for a very difficult game, you shouldn't use more than a handful of these. Remember that even if they were defeated plenty of times individually, it wasn't until End of Evangelion that the canonical pilots met their ends and only the last few Angels put them in situations where a player would have to burn a Fate Point to continue playing.

If you have a particularly powerful/numerous party (more than five players total) or for some reason think that these guys are not enough of a match for a four person party, you should consider giving them a boost to their LS, (a flat +100 LS or +50 LS per Evangelion in excess of four should suffice).

Galgaliel

At passing glance Galgaliel may not seem like much. Since it is little more than a bulbous head that appears to have been cobbled onto a pair of twiggy arms and a chalk-white fluke, the casual observer might be tempted to pass it off as a poorly-deformed whale, in need of more help than harm (especially given the jagged, almost tumorous growths along its backside).

Do not be fooled.

Under normal circumstances, Galgaliel is fairly reluctant to stray too far from its native sea and will quickly relent should it face opposition during an emergence on a beachfront. However, if particularly threatened – or if provided with a very certain, very valuable target – the Angel will not retreat nearly as far as usual. Instead, it will travel anywhere from 500 to 50000 dam in the direction of the sun, at which point the tumors on its back will unfurl into two large, sappy orange fronds that it directs toward the sunlight. In a very short amount of time, its skin will sink to a dark green pitch, its body will grow in size by up to 20% and its muscle to mass ratio will increase threefold.

At this point, the task of killing it changes drastically: whereas before killing Galgaliel was as simple a task as murdering any other ordinary giant monster, now the combatants must contend with an infinitely healing half-plant, half-dragon aberration, capable of removing all support the Evangelions could get from conventional forces by shooting a thick cloud of bluish, burning sap that solidifies on contact.

Though at first the name 'solar flare' was a mere joke, it turns out to have been true all along: Galgaliel's main strength in pushing the offense towards its goal is an intense radial burst of charged particles, gamma radiation and heat, causing massive damage to its surroundings. Fortunately, it then has to vent the heat through its S2 Organ before it can fire again, leaving it vulnerable to counter-attack.

Galgaliel Profile

WS	BS	S	T	Ag	Int	Per	Wp	Fel	LS
60	20	40	40	30	30	30	20	10	60

Galgaliel Body

Location	% to hit	AP	Wounds
Head	01-10	2	4
R. Arm	11-20	1	6
L. Arm	21-30	1	6
Core	31-40	2	8
Body	41-70	2	12
R. Leg	71-85	1	6
L. Leg	86-100	1	6

Movement: 6/12/18/36
Skills: Awareness +10 (Per), Dodge +10 (Ag), Swim +20 (S).
Talents: Swift Attack.
Traits: Angel (TB 4), Angelic Senses (30 dam), Angelic Weapon (Claws, Solar Flare), Size (Scrawny), Shine of the Sun*.

*Shine of the Sun: Should Galgaliel reach land or be forced to burn a fate point, it mutates growing considerably in size. Galgaliel's size category is now Hulking and it gains Fear (1). The mutation grants it additional AP to all of its body parts equal to its TB, at the beginning of every one of its turns it regenerates 4 wounds distributed as it wishes across its body, and it gains access to its Solar Flare weapon and the Starlight Sap AT power.
A.T. Field Powers: Deflective Field, Neutralize, Starlight Sap (requires Shine of the Sun)
Weapons: Claws - Melee; 1d10+4 R; pen 1; Tearing.
Solar Flare – Recharge. As a Full Action, everyone in a 40 dam cone takes 1d10 E damage to the body that ignores TB and AP. This Weapon may not be used without activating Shine of the Sun first. This deals collateral damage as a large area of effect.

Using Galgaliel:

Due to its 'Shine of the Sun' trait, Galgaliel is and should be treated as a multi-stage angel. Where it is fought very much influences how it is fought. For this reason, where to engage Galgaliel should be left up to the players, specifically the Operations Director. If they choose to engage it on land, make sure to give Galgaliel its appropriate bonuses, but even if they choose to engage the Angel in the water GMs should consider placing the conflict close enough to shore that, unless the players are careful, Galgaliel might escape onto land. If attempting to disengage from combat while still underwater, GMs should consider using the Swim skill to its advantage replacing the Acrobatics skill.

Once actually on land and powered up, Galgaliel becomes a rather straightforward (if powerful) opponent. Players should roll to resist Fear after watching it mutate. It will head for its objective and bring its formidable Solar Flare weapon to bear on anything that threatens it while keeping the battlefield under control with its Starlight Sap. As a relatively early Archangel, Galgaliel highlights the adaptive nature of the Angel menace as well as the level of collateral damage they can inflict if left unchecked by the Evas.

Possible modifications to Galgaliel include giving it extra melee combat talents (such as Hatred(Evangelions) or Furious Assault), increasing its LS to 110 (resulting in its TB doubling from the Angel Synchronization Ratio Effects Chart), or replacing the normal effect of Solar Flare with the statline of the Maser Annihilator weapon available to Evangelions (albeit with unlimited ammunition).

Alternatively, you might wish to expand Galgaliel's powerset beyond its current run. In this way, you might choose to accentuate it's plant-like biology. Additional powers in this theme include granting it vine-like limbs used to grapple at range, or perhaps toxic pollen.

Zaazenach

*"We saw Him come through dawn like mist
And come unto us, beseeching the day from his form
And to fill us with the night that made him
So that he find a womb within our sin
Should our sin grow within us and, in time, escape us
Such is the gift of Zaazenach"*

Fourth Scroll: The Ghosts of My Children, Passage 4
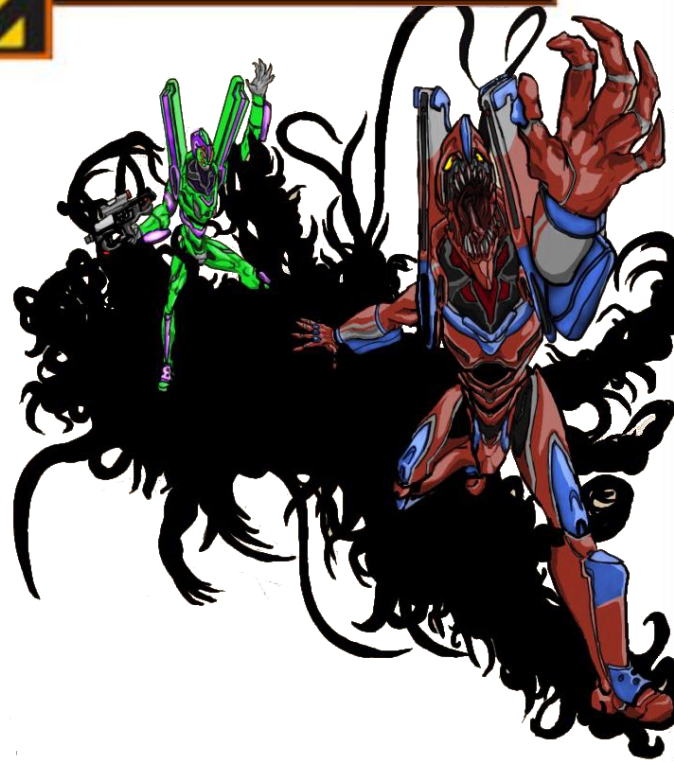
Zaazenach is a core suspended in a hyperstable Dirac Sea. Through means which are currently poorly understood, this Dirac Sea makes openings which allow it to exert its A.T. Field from any shadow or area otherwise devoid of light, extending itself in the form of multiple formations of infinitely small phase shifted bits that can adopt a variety of forms up to and including a writhing mass of tentacles.

This is dangerous in and of itself, however the real threat lies in what it can do with said field. Zaazenach is capable of manifesting control over an Evangelion through sufficient exertion of its field, and can then turn it towards its own bizarre purposes.

In theory defeating Zaazenach should simply be a matter of penetrating the A.T. Field and sending explosives through. In practice, this proves very difficult. What is even worse, contact with Zaazenach's phase shifted form produces an extremely hazardous feedback and the Angel is capable of implanting a small Dirac Sea in the bodies of any of its victims with a small copy of itself within, paving the way for an eventual comeback.

Zaazenach Profile

WS	BS	S	T	Ag	Int	Per	Wp	Fel	LS
50	20	30	50	50	40	40	30	30	80

Zaazenach Body

Location	% to Hit	AP	Wounds
Body	01-100	5	20

Movement: 6/12/18/36
Skills: Awareness +10 (Per), Concealment +20 (Ag), Dodge +10 (Ag), Shadowing +20 (Ag), Silent Move +20 (Ag).
Talents: Swift Attack.
Traits: Angel (TB 5), Elusive*, Angelic Fear (2), Angelic Senses (40 dam), Haunter in the Dark**, Angelic Weapon (Infest), Size (Average), Stuff of Nightmares, Swarm.
*Elusive: Zaazenach has an additional Reaction Action to use for the purposes of the Dodge skill but only against weapons that would deal double damage to it due to its Swarm trait.
**Haunter in the Dark: As long as Zaazenach is not directly exposed to light, it may make Concealment, Shadowing and Silent Move tests once every round as a Free Action. Should it be successful, and even if it was previously detected (either via Awareness, A.T. Ping or some other method), it escapes from perception and needs to be detected once again.
A.T. Field Powers: Deflective Field, Containment, Neutralize.
Weapons: Infest - Melee; 1d10+3 R; pen 7; Toxic. Any targets hit by Infest gain an amount of Insanity equal to the final damage dealt to them. Zaazenach may burn a Fate Point after successfully dealing damage with this attack to encroach an Evangelion with a copy of itself that will gestate over time and spawn from the Evangelion in the future.

Using Zaazenach:

Given its inherent themes of darkness, it is only natural to have Zaazenach attack at night. Where exactly this occurs is best left to the GM, though taking advantage of low-visibility conditions to further confuse your players as to the exact location and nature of the enemy they were deployed to defeat will play into Zaazenach's hands.

Manipulation of light sources by the players, such as having several dozen VTOLs actively looking for the bit of shadows that moves on its own by eyesight, should be doable if the players are utterly helpless and frustrated during the encounter. This should make use of a successful Awareness Test and at least a Half Action on the OD's part, however.

Zaazenach itself is not designed for a frontal assault and knows this. As such, it will do its best to perform hit and run attacks under cover of darkness, perhaps drawing a single Evangelion away from the others and then trapping them using Containment to better utilize its Infest attack. Infesting an Evangelion is its primary goal, and doing so as safely as possible should be the focus of Zaazenach's tactics.

The details of how the gestating copy of Zaazenach will make its appearance are up to the GM, though some ideas include when the Evangelion Berserks or is defeated, or when the Evangelion gets an S2 Organ installed. Whether it takes over the Eva and makes it part of the swarm or is an independent form of life is up to the GM's discretion.

Possible modifications to Zaazenach include granting it Lightning Attack, Bunker Field and Heavenly to better defend it from area effects likely to be used by the players in an attempt to draw it out from cover while still permitting it to remain a deadly hunter. If you wish to accentuate further this predatory aspect, giving it the ability to use A.T. Ping or Destructive Interference with a higher baseline LS are possibilities. Alternatively, you may choose to make the 'darkness' aspect of Zaazenach irrelevant, and make it actually invisible (and thus able to attack in daylight without giving itself away).

Zophiel

Then I saw, at the [indecipherable passage] man and not like a man, and its skin was like the shell of a beetle and like the edge of a sword and like the gleam of the moon on water. And before it I saw the [home/city/fortress] of Man, and it reached for the sky and bit deep into the Earth, for Man was mighty, and it was his mightiest creation. And the [home/city/fortress] opened its mouth, and its [powerful/terrible] teeth shone like the sun, and a terrible fire burned in its throat. And as Zophiel, for that was its name, strode on, the [home/city/fortress] shuddered and bowed to it. All its might, the teeth and the claws and the fire, it turned unto Man, and there was much [wailing/despair] from him, for he knew he was now all [alone/on his own].

First Scroll: The Nightmare, Passage 3

Designation "Zophiel" is not frightening because its A.T. Field can stop electromagnetic waves from entering or exiting its radius. It is not frightening because of its small size, preposterous almost-stone-hewn body, exposed Core, or its hand-shaped crest. It is not frightening because it can harpoon an Evangelion's arm and pump it full of paralyzing fluid.

Zophiel is frightening because it exhibits almost more control over man's technology than man itself. Mechanical devices within a certain range will begin to turn against their builders and operators; turrets will fire in upon Nerv; cables will stop supplying power; phones and computers will become unusable.

Though its control of Eva-scale mechanical structures seems limited to a certain number (certainly much less than the number of small machines its presence innately disrupts) the power of Zophiel should not be underestimated - especially in combination with its EM-blocking A.T. Field, which makes the interior completely black and the exterior more reflective than any man-made mirror. Smart pilots would remember to bring some form of lighting with them when entering the super-reflective bubble.

Zophiel Profile									
WS	BS	S	T	Ag	Int	Per	Wp	Fel	LS
40	80	30	30	50	50	50	30	10	100

Zophiel Body			
Location	% to Hit	AP	Wounds
Waldo (Arm)	01-10	2	5
Core	11-20	7	10
Body	21-100	7	15

Movement: 10/20/30/60

Skills: Awareness +10 (Per), Dodge +10 (Ag), Tech-Use +20 (Int).

Talents: Sharpshooter, Precise Strike.

Traits: Angel (TB 3), Angelic Senses (50 dam), Hoverer, Angelic Weapon (Waldo Injection, Waldo Cannon), Size (Scrawny).

A.T. Field Powers: Deflective Field, Light and Darkness, Master of Machines, Neutralize.

Weapons: Waldo Injection - Melee; 1d10+6 R; pen 4. The affected limb is useless for 1 round. On a hit to the head or body the Eva is stunned for 1 round instead.

Waldo Cannon – 80 dam; S/-/- 1d10 X; pen 0. A supercompressed explosive round that only inflicts superficial damage unless carefully aimed. For every two degrees of success on the BS Test with this attack, it deals an additional 1d10 damage, up to a maximum of an additional 2d10.
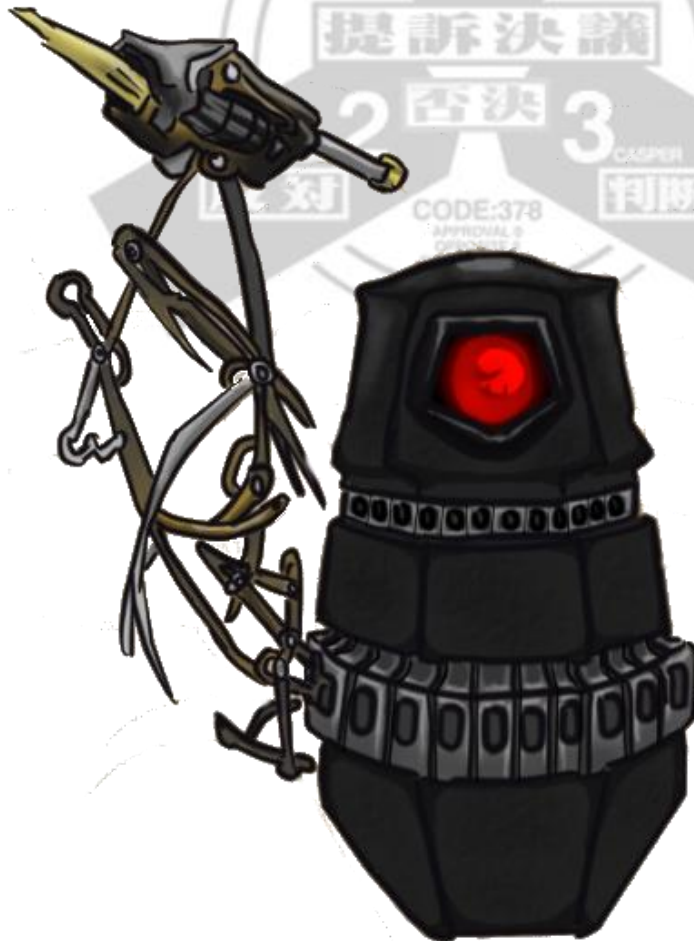
Using Zophiel:

Zophiel's greatest strength is its ability to subvert and ignore many of the base defenses used to protect Terminal Dogma and the Evangelions themselves. Rather than a straightforward Angel fight, the Zophiel encounter should be tailored to make proper use of this.

Thanks to its powerful electromagnetic manipulation, Zophiel can easily remain undetected by virtually all Nerv equipment until it is already dangerously close to the Base of Operations. The players should have the option of emergency deployment in the city itself (albeit without access to full resources) or fall back to the Geofront (or an area of similar importance in your campaign) to defend from there with better preparation.

Despite being an Angel, Zophiel will not do any damage to the Base of Operations as it passes by. Instead, it will use the equipment already present there to further its own goals, and will only respond violently in self-defense. Using its ability to subvert and control technology, Zophiel will neutralize most if not all of the relevant security systems between it and its goal, including turrets, armored doors, alarms, and self-destruct devices. Should it be allowed to reach its goal, a Third-Impact level scenario will almost certainly result.

Tactically, the Evangelions have only a matter of time (1d5 rounds if you are feeling indecisive or whimsical) before Zophiel discovers and subverts the very launch systems or cargo elevators that the Evangelions use and uses them to enter the depths of the Geofront. After that, it will proceed to crash through walls and strip away security systems until it reaches its goal (again, 1d5 rounds might be seen as an appropriate estimate).

Assuming that Zophiel is defeated and your campaign is not ended catastrophically, GMs should consider making note of the damage inflicted to various levels of the bases security, and possibly give the Operations Director the chance to suggest new security options during the reconstruction.

Zophiel is not designed to stand up in a direct assault, and modifications to it should reflect this. Consider adding 1d5 collateral damage to every use of Zophiel's Master of Machines as key components are considered tampered and must be replaced for security reasons. To better evade the Evangelions, AT Powers such as Accelerated Territory or Float would not be out of character. If your Base of Operations lacks adequate defenses and security systems for the technological subversion to be of much use, consider allowing Zophiel to hack the Magi supercomputers themselves and wreck havoc that way, possibly inconveniently shutting down key Evangelion systems via remote (such as lowering pilot Synchronization), or activating self-destruct timers on one or more Evangelions, or maybe even the Base of Operation's itself!

Jehudiam

Jehudiam presents, at best, a crude approximation of a beetle. It has a single pair of heavy, solid cover-like wings (which it never uses) covering its back, a rather simple torso and a diamond-shaped head, on top of two pairs of limbs built from sharp-edged jointed sections of carapace. The entirety of it is covered in a hard jade-tinted carapace of unknown composition, but with remarkable tensile strength considering Jehudiam's size.

The Angel takes a rather novel approach to how it attacks. Jehudiam, for reasons unknown, has the ability to move itself and other objects through a recently-mathematically-proven dimension of which humans have no perception. It is therefore a difficult threat to defeat, as neutralization has no effect on its ability to 'steal' things, among which can include parts of an Evangelion such as its limbs.

Perhaps most disturbing is the fact that it can also move both standard energy and energy within an Evangelion's Core through its pilfer-dimension just as easily as mundane objects. This has an observably detrimental effect on the well-being of the pilot as well as the operational capability of the Evangelion. Fortunately this effect is undone should it be defeated as the energy quickly returns to its rightful place.

Jehudiam Profile									
WS	BS	S	T	Ag	Int	Per	Wp	Fel	LS
50	50	40	40	40	20	20	20	10	100

Movement: 8/16/24/48
Skills: Awareness +10 (Per), Dodge +10 (Ag).
Talents: None.
Traits: Angel (TB 4), Angelic Weapon (Arm Ram), Angelic Senses (20 dam), Blinking, Heavenly, Size (Average)
A.T. Field Powers: Deflective Field, Neutralize, Pilfer, Pillage.
Weapons: Arm Ram - Melee; reach 4 dam; 1d10+4 R; pen 4; Tearing.

Jehudiam Body			
Location	% to Hit	AP	Wounds
Head	01-10	5	10
R. Arm	11-20	3	12
L. Arm	21-30	3	12
Core	31-40	5	15
Body	41-70	5	24
R. Leg	71-85	3	12
L. Leg	86-100	3	12

Using Jehudiam:

Handling Jehudiam presents a challenge to the GM, as Jehudiam mainly fights by darting around its opponents attempting to avoid its own destruction for as long as possible in the hopes that its randomly selected Pilfer abilities will defeat the Evangelions for it.

Tactically, it is recommended that Jehudiam begins the encounter with its ''Steal projectiles'' Pillage ability active, as this makes it best defended against conventional forces. As the battle progresses, it should make full use of its other Pillage abilities as you see fit.

Possible modifications to Jehudiam include granting it a ranged attack that results in a randomly selected Pilfer effect on a successful hit, increasing its LS (which could making it hellishly difficult to defeat should it use its 'Steal SR' pillage ability), or turn Jehudiam into an increasingly dangerous foe by adding a +10 to its rolls on the Pilfer chart after every round of battle.

Alternatively, you may choose to make Jehudiam much more dangerous simply by making it more intelligent, granting it increased control over its own Pilfer abilities or even having it steal things on a worldwide scale as part of some larger, diabolical scheme that the Evangelions must stop before it comes to fruition, or face the consequences.

Cathetel

Cathetel – ''And I heard a great voice speak RISE, and the great ruins shook, and that which was Babel rose into the sky. And the stone knit together as if mending flesh, and upon its walls a great multitude of eyes sprouted and shone forth. Foul winged carrion beasts flew up to become its residents, and it swung its baleful gaze across the land. And to be seen by its gaze was DEATH, for whenever its gaze would look upon the living a great cry would come forth from the tower, and its residents will fall upon the living and slay them''

Third Scroll: The Voice of God, passage #9

Pilots should be advised that the psychological impact of fighting a large stalk-like budding vegetable is hardly the most dire threat posed by this Archangel. Many of the buds along its surface in fact represent collections of smaller, roughly motorcycle-sized swarming Angelspawn which will in turn attack both Evangelions and standard equipment alike.

The swarms do however heavily favor attacking targets which have just been struck by Cathetel's main offensive weapon: a Positron Beam as powerful as anything Nerv could field, if not greater than that. As noted in their descriptions, Positron attacks can penetrate A.T. Fields, making Cathetel's attacks deadly regardless of the Unit's current state. More heinous is the fact that some of the buds on its surface are in fact 'bombs' which, when detonated, will drop the AT fields of everything within their blast radius.

Pilots should be warned that any attempt to damage Cathetel will be countered with an extremely harsh antimatter blast, and as such should attempt to eliminate in as few strikes as possible. As an additional complication, destroying Cathetel's Angelspawn will result in the fortification of its A.T. Field.
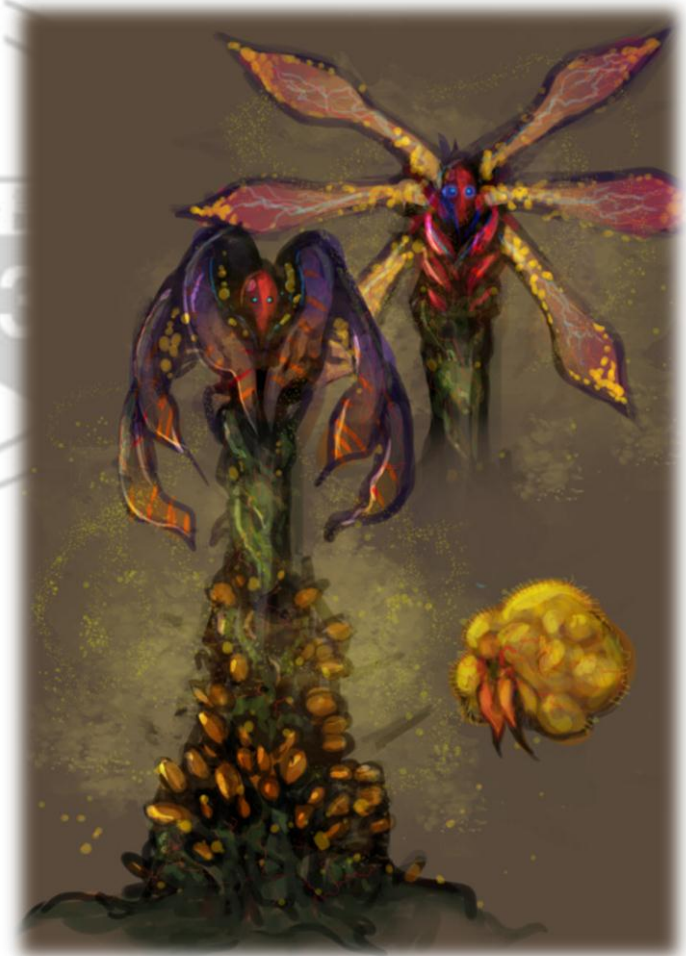
Catheltel Profile

WS	BS	S	T	Ag	Int	Per	Wp	Fel	LS
20	50	60	80	00	10	50	30	20	100

Catheltel Body

Location	% to Hit	AP	Wounds
Core	01-05	4	15
Body	06-100	4	30

Movement: 1/2/3/6
Skills: Awareness +10 (Per).
Talents: None.
Traits: Angel (TB 8), Automatic Response*, Angelic Fear (3), Angelic Senses (50 dam), Heavenly, Angelic Weapon (Disruptive Tumor), Size (Massive), Teleporting
*Automatic Response: When Catheltel is attacked it will, instead of making a Dodge or Parry test, fire it's Positron Beam against anything that attacks it. This can be done any number of times per round.
A.T. Field Powers: Spatial Tunnel, A.T. Ping, Deflective Field, Neutralize, Positron Beam.
Weapons: Disruptive Tumor - 50 dam; S/-/- Blast (4); Recharge. This organ generates a miniature A.T. Field that interferes temporarily with all nearby A.T. Fields. Spread A.T. Fields caught in the blast go down and must be Spread once again. This weapon causes no collateral damage.

Bit Swarm Profile

WS	BS	S	T	Ag	Int	Per	Wp	Fel	LS
60	10	30	30	60	10	30	10	20	100

Bit Swarm Body

Location	% to Hit	AP	Wounds
Body	01-100	2	20

Movement: 12/24/36/72
Skills: Awareness +10 (Per), Dodge +10 (Ag).
Talents: Precise Strike.
Traits: Angel (TB 3), Angelic Weapon (Slam), Rough and Tumble*, Seek and Destroy**, Size (Average), Strange Physiology, Sum of its Parts***, Swarm.
*Rough and Tumble: The Bit Swarm may automatically disengage from melee combat when using the Full Move, Charge or Run Actions and may freely make Melee Attacks once per enemy that comes within range of its Slam attack, even while it is in the middle of moving.
**Seek and Destroy: The Bit Swarm is mindless and will attack whatever Catheltel's Positron Beam has struck, including empty ground, themselves, or even Catheltel itself. It will attempt to assault all targets of Catheltel's Positron Beam to the best of its ability, using called shots if necessary, but will quickly desist if Catheltel has continued firing and its current target is too far away compared to the new one.
***Sum of its Parts: The Bit Swarm lacks a fate point. Additionally, if it is destroyed, add the Bit Swarm's LS to Catheltel's along with any leftover rerolls that the Bit Swarm did not make use of based on its LS. Catheltel may automatically absorb the Bit Swarm into itself as a Free Action to regenerate 10 Wounds to its Core.
A.T. Field Powers: Accelerated Territory, Float.
Weapons: Slam - Melee; 1d10+12 I; pen 0; reach 10 dam; Tearing.

Using Cathetel:

Unlike other Archangels, Cathetel benefits from sheer firepower rather than puzzles, exotic abilities or stealth. As such, it can be encountered normally on any battlefield, though it will always make use of its superior firepower, making getting close no easy feat. In much of its construction, fighting Cathetel is like fighting a stronger Ramiel, though assuming that the same tactics will work against it will likely lead to the loss of one or more pilots.

Cathetel should make full use of its A.T. Powers to assault the Evangelions at long range, forcing the Evangelions to retreat or close the distance as quickly as possible. If faced in the field away from the Base of Operations, careless planning by the Operations Director can easily lead to one or more Evangelion Carrier planes being shot down, with disastrous results for the Eva it was transporting.

Once engaged in actual combat, Cathetel will use the Positron Beam's automatic hit abilities to wear down Evangelions and their defenses. It will continue to do this until it is in actual danger of being killed, at which point the Bit Swarm will be absorbed and the double TB combined with the extra LS will turn it into a to behold.

The Bit Swarm should be taken full advantage of, not just as a defensive screen, but also as a (potent) means to get rid of any targets that weren't destroyed by the Positron Beam. Players attempting to use Group Synchronization or some other A.T. Field-based strategy should be promptly rewarded with a Disruptive Tumor.

Possible modifications to Cathetel include increasing the size and durability of its Bit Swarm, or even splitting the swarm into multiple amalgamations of Angelspawn. If you choose to modify Cathetel itself, you might grant it an actual Agility score, allowing it to move with speed and dodge.
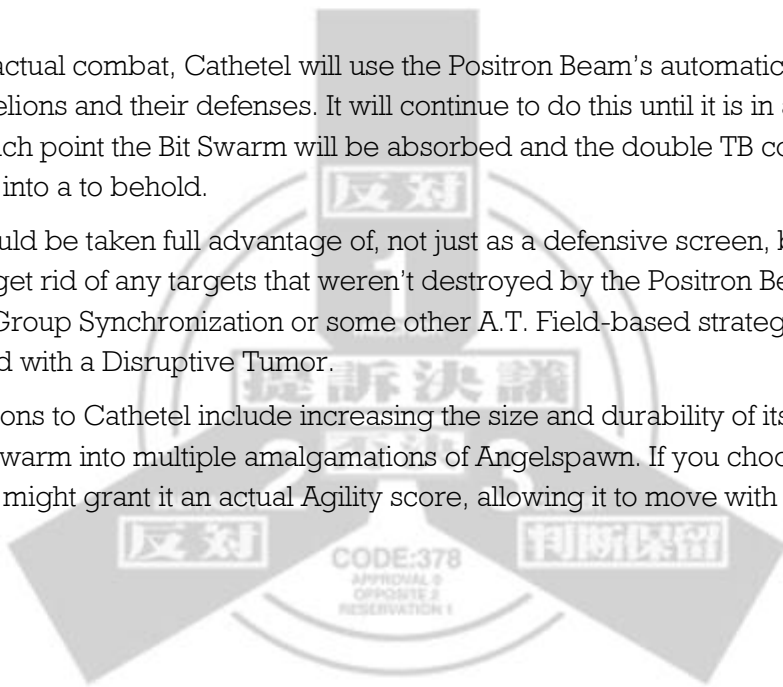
Marmaroth

"Behold now, that Marmamoth is before you
Mercy to He, Pity unto He,
That He have no mother or birthing
Should ye be witness unto his tragedy
Hold no terror or harm against him
For a blow will find naught but emptiness
That shall end all things in Time."

Fourth Scroll: The Ghosts of My Children, Passage 11

Marmaroth is a levitating, time-traveling deformed orange baby. There exist no simpler terms to describe it on a superficial level. The devil lies in the details, however.

Marmaroth presents the unique and uncanny ability to exist at two points in time. Both of these points can teleport freely, without interdiction of any form and will eventually result in the Archangel skipping ahead in time to a different location, predictable by the MAGI. This presents a problem for pilots, and leaves two options to deal with facing this beast. The first of which consists of traveling the globe in a constant search for the monster, bringing munitions and power generation wherever they go. This is infeasible for a number of reasons, the primary one being cost on the part of the UN and Nerv (the secondary reason being "Do you really want your game to be Around the World in 80 Days?").

The second option is much easier, but also much riskier. Given time, Marmaroth will come to rest somewhere around its target – usually the Nerv base of operations. This gives the opportunity to ambush and destroy it, but given its teleportative nature and limited control over the time stream, this is easier said than done. One must do it, though, otherwise the two versions of Marmaroth (current/past and future) will come to exist at the exact same point in time and space. The universe, not very friendly to shenanigans of this course, will proceed to annihilate it furiously. This kills the baby.

This will also cause a temporal anomaly of colossal proportions that, despite finally answering the question of what dinosaurs actually looked like, will result in tremendous losses for the UN, and thus, Nerv. It is also possessed of an Anti-A.T. quality which is debilitating – if not outright lethal – to anyone within the radius of a kilometer. In short, kill the baby before it kills you.

Marmaroth Profile									
WS	BS	S	T	Ag	Int	Per	Wp	Fel	LS
30	50	20	30	30	20	30	10	10	200

Marmaroth Body			
Location	% to Hit	AP	Wounds
Body	01-100	4	25

Movement: 6/12/18/36

Skills: Awareness +20 (Per), Dodge +20 (Ag)

Talents: None.

Traits: Angel (TB 6), Angelic Senses (30 dam), Decentralized Core, Heavenly, Size (Scrawny), Blinking, The Stuff of Nightmares, Unlimited Evasion*, Volatile Paradox**.

*Unlimited Evasion: Marmaroth may use the Dodge skill as a Reaction Action any number of times per round, but no more than once per attack.

**Volatile Paradox: Marmaroth's A.T. Field can only allow it to exist in this world just barely, and it is prone to going awry. Marmaroth may only exist for 10 rounds at a time, after which it disappears only to reappear at another location (closer to the Base of Operations) 1d5 days in the future unless it took damage during the time it existed. In the latter case Marmaroth's field cannot support its altered state and it will explode into an Anti-A.T. Field with a radius of 1 kilometer (100 dam) that automatically reduces the Ego Barriers of all living beings unprotected by spread A.T. Fields to 0, and cuts the Ego Barriers of all Evangelion pilots by half (rounding down).

A.T. Field Powers: Kinetic Wave, Float, Future Sight, Repulsion.

Weapons: None.

Using Marmaroth:

Given its teleporting nature, it would not be entirely unreasonable to have Marmaroth make its appearance wherever it pleased. However, given its design as a possibly recurring encounter, it is recommended that you have Marmaroth first appear no closer than the edge of your city, so it has some room to draw closer should it 'skip ahead' in time, and should the players damage it somehow before this dramatic final showdown it is encouraged to make it burn a Fate Point to evade the damage and automatically time walk away into the future.

Marmaroth's greatest strength is its defensive ability to evade attacks using its ability to manipulate time and probability on a local scale. Between this and its lack of direct attacks, it will do its best to simply avoid damage and outlast the Evangelion while it draws closer to its goal. However, after taking damage and being doomed to a reality bending explosive death, it will go on the offensive attempting to entrap as many as possible in its death throes. Should it successfully self-destruct, the collateral damage from the anomaly will be more than enough to prevent the players from gaining any surplus for this encounter.

In this manner it will likely use its superior mobility and Repulsion to 'herd' any Evangelions attempting to escape the range of its death throes. Tactically, Marmaroth is most vulnerable to grapples and other similar special melee attacks, and will do its best to avoid them using its Repulsion, Float and Teleportation abilities.

Possible modifications to Marmaroth include improving its basic Kinetic Wave by giving it longer range or extra damage for a stronger offense. A similar treatment may be provided for the Repulsion A.T. Power. Alternatively, its already potent defense could be supplemented by allowing it to spend its Fate Point to instantly dodge a single attack, or burn its fate point to instantly dodge all attacks for a full round using a loose interpretation of rapid teleportation effects.

Given Marmaroth's ability to exist at multiple points in time, there are any number of time-based effects that are too specialized or abstract to be well defined here. However, GM's wishing to modify the Marmaroth encounter would do well to take advantage of such a unique angel power in a way that best fits their campaign.

Aradia

And there above them shall shine Aradia, graced with the form of the sun

And who can look upon her, but to know their sin and her glory

And in her light the wicked shall crumble beneath the weight of their corruption

And the world shall kneel before her in jubilant ecstasy

Second Scroll: The Last History, Passage 21

''And I heard a great voice speak SEE, and a glowing crystal orb descended from the heavens. And those who looked within its depths saw the multitude of their sins laid bare before them, and their weaknesses laid bare before others. And the town square descended into madness as men began frothing at the mouth and turning upon each other in shame.''

Third Scroll: The Voice of God, passage #12

Perhaps the most 'mundane' of all Archangels, at first glance Aradia is simply a large sphere of light. The only out-of-the-ordinary feature seems to be a pair of luminescent, color-shifting wings that arch over the landscape behind it and almost resemble a butterfly's. It seems to possess no weapons or threatening features at all. If it did, however, they would be vestigial at best, for Aradia does not need to enter combat at all to cause lasting damage.

Born from a horrible, awful Synchronization test which we mustn't mention, the Archangel bears a unique and wide-ranged capability to penetrate any person's mind (especially one connected to a large AT field, such as a pilot inside an Evangelion) and take complete control of his or her emotions. Effects range from cacophonous fear to scintillating bliss to frothing rage, all of which are more than capable of removing a pilot from combat. Thus disabled, the Angel is free to assault the opponent's entire being with Anti-A.T. pulses from afar.

Effects can endure long after combat. Residual effects like full-on conditions and complexes will last for days, if not weeks, after an encounter. Something which can be debilitating to even the best pilot.

Aradia Profile									
WS	BS	S	T	Ag	Int	Per	Wp	Fel	LS
60	20	40	50	70	20	40	10	10	100

Aradia Body			
Location	% to Hit	AP	Wounds
Core	01-10	15	15
Body	11-100	15	40

Movement: 8/16/24/48 Body 11-00 15 40

Skills: Awareness +10 (Per), Dodge +10 (Ag)

Talents: None.

Traits: Aberrant Core, Anti-A.T. Aura*, Angel (TB 5), Angelic Senses (40 dam), Hoverer, Size (Average), The Stuff of Nightmares.

*Anti-A.T. Aura: At the beginning of Aradia's turn, all Evangelions within 20 dam of it must Test SR or receive 1d5 Impact damage to all of their Body Locations and 1 damage to the Pilot. This damage ignores TB and AP. Creatures or mechs unprotected by A.T. Fields increase this damage to 1d10 I every round instead.

A.T. Field Powers: Compound Field, Float, Layered Field, Neurotic Surge.

Weapons: None.

Using Aradia:

Aradia is an Angel with a special connection to the pilots and is specifically tuned to attack the weaknesses of the pilots themselves rather than their Evangelions. As such, GMs should feel encouraged to introduce Aradia in such a way that highlights this connection, perhaps even going so far as to have Aradia enter the scene via a disastrous synchronization experiment of some kind.

Unlike other Angels, who are often only fighting the Evangelions because they stand between the Angel and its goal, Aradia will show extreme prejudice when confronting the players. Notably, it will do everything in its power to physically cripple the Eva, and mentally cripple the pilot as much as possible, likely even going to far as to kill a helpless pilot who has ejected if given the chance.

Aradia will prefer to use its flight to its advantage and target Compound Field or Neurotic Surge using its other Half Action that turn while simply keeping on the move and placing itself in position for its Anti-A.T. Aura.

Because of the nature of Aradia's special attacks, it is likely that one or more pilots will have a hellish week ahead of them in the form of instabilities and mental drawbacks run rampant. GMs should feel encouraged to have a session where these experiences are brought to the fore, and in certain cases use this as an opportunity to let the character confront their disability directly, and possibly even overcome it should they roleplay the experience particularly well.

You may increase Aradia's already formidable defenses by giving it a higher LS to increase the extra armor bonus from Layered Field, or enhance its mobility by replacing Layered Field with Accelerated Territory and granting it the Float A.T. Power.

Alternatively, you could change the dynamic of the encounter by making Aradia begin the encounter as a powerful but free-floating A.T. Field that 'condenses' into a physical form after being Neutralized or some other trigger.

 Similarly, you could make Aradia attack the pilots as a Personal Scale level threat (losing its Aberrant Core in the process), or simply catching everyone by surprise and sending them reeling in madness as they have to fight past their own, increasingly crippling, flaws to reach their Evas and defeat the Angel.

Kabaiel

"And I heard a great voice speak BURN,

And a wall of flame descended upon the world,

Mark of Kabaiel! Herald of Kabaiel!

And the flame danced and spiraled at its master's call,

Will of Kabaiel! Decree of Kabaiel!

And the flame's heart was held within a jewel, shining and radiant,

Beauty of Kabaiel! Glory of Kabaiel!

And all shall fall before it, and all shall know death,

Strength of Kabaiel! Victory of Kabaiel!"

Third Scroll: The Voice of God, passage #15

If other Angels and Archangels have not been a case study in non-threatening appearances, Kabaiel certainly is. A very simple beast, Kabaiel is quite literally a core encased in a humongous cluster of ever-shifting light and energy.

It appears as an enormous cluster of diamonds which makes children (who are not near it, at least) giggle and burble and cheer as it ripples with shimmering reflections.

Kabaiel is not nearly as jubilant for pilots, who will encounter a sort of low dread in their gut when facing it.

This dread is soon matched by wave upon wave of intense Positron strikes ripping through their A.T. Fields and dealing severe damage. Kabaiel's ability to manipulate its positron attacks is nearly unparalleled and has been reported to lay down fire in mass traplike waves of energy.

As a weapon of desperation, Kabaiel can also release a burst of a portion of its energy in a large explosion. Though devastating, especially to those in close combat, the detonation is not inherently worse than an N2 strike.

It could quite possibly be used to destroy the Geofront. However, should it get to that point, it may already be too late to worry about that.
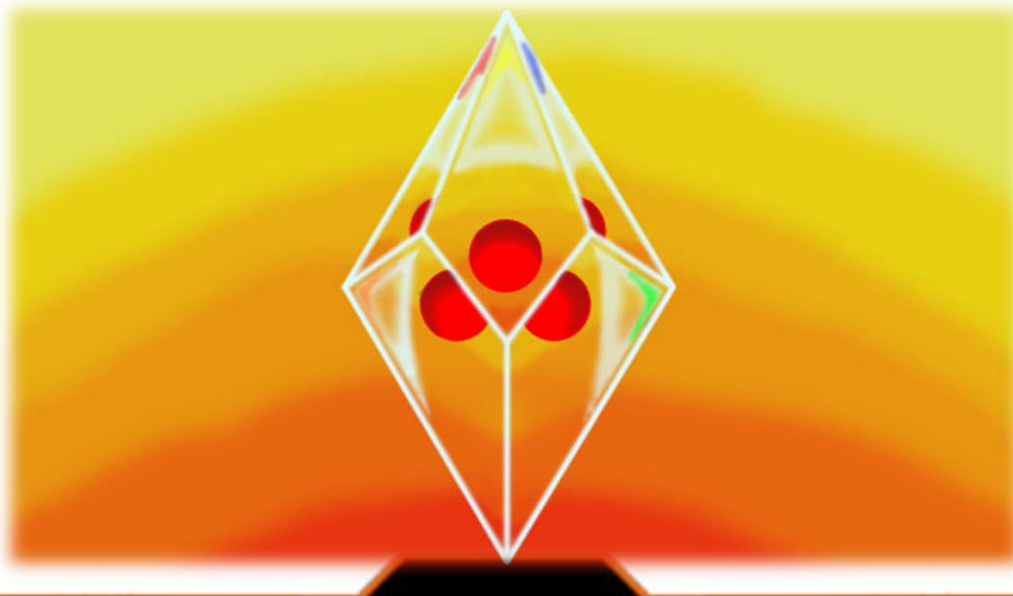
Kabaiel Profile									
WS	BS	S	T	Ag	Int	Per	Wp	Fel	LS
10	60	20	50	50	10	60	20	10	200

Kabaiel Body			
Location	% to Hit	AP	Wounds
Core	01-05	5	20
Body	06-100	5	40

Movement: 10/20/30/60

Skills: Awareness +20 (Per), Dodge +20 (Ag)

Talents: None.

Traits: Angel (TB 10), Angelic Weapon (Positron Array, Sphere Bomb), Angelic Senses (60 dam), Positron Curtain*, Teleporting

*Positron Curtain: By using a Half Action every round, Kabaiel concentrates fire upon an area 40 dam around itself in a fast moving, but predictable, pattern. Any pilots entering or leaving this area must test either Dodge at a -30 penalty or Logic using a Reaction Action. Failure means they take damage as if hit by its Positron Array. Pilots already inside the area of effect of this trait must choose between repeating said test or automatically taking 10 E pen 10 damage as they graze past the most dangerous projectiles and soak up the weaker ones. Damage incurred from Positron Curtain is treated as large area of effect attack for collateral, but it may not be blocked with Bunker Field.

A.T. Field Powers: Bunker Field, Neutralize, Teleforce Blast, Kinetic Wave.

Weapons: Positron Array - 60 dam; S/-/-; 1d10+10 E; Pen 10; Positron

Sphere Bomb - 200 dam; S/-/-; Choose an area of effect of 50 dam. It is treated as if struck by an N2 Mine but only 10 points of collateral are added to the pool. Kabaiel may use this power as a Free Action at any time it would burn a Fate Point to evade one or more attacks that would kill it, but at no other time.
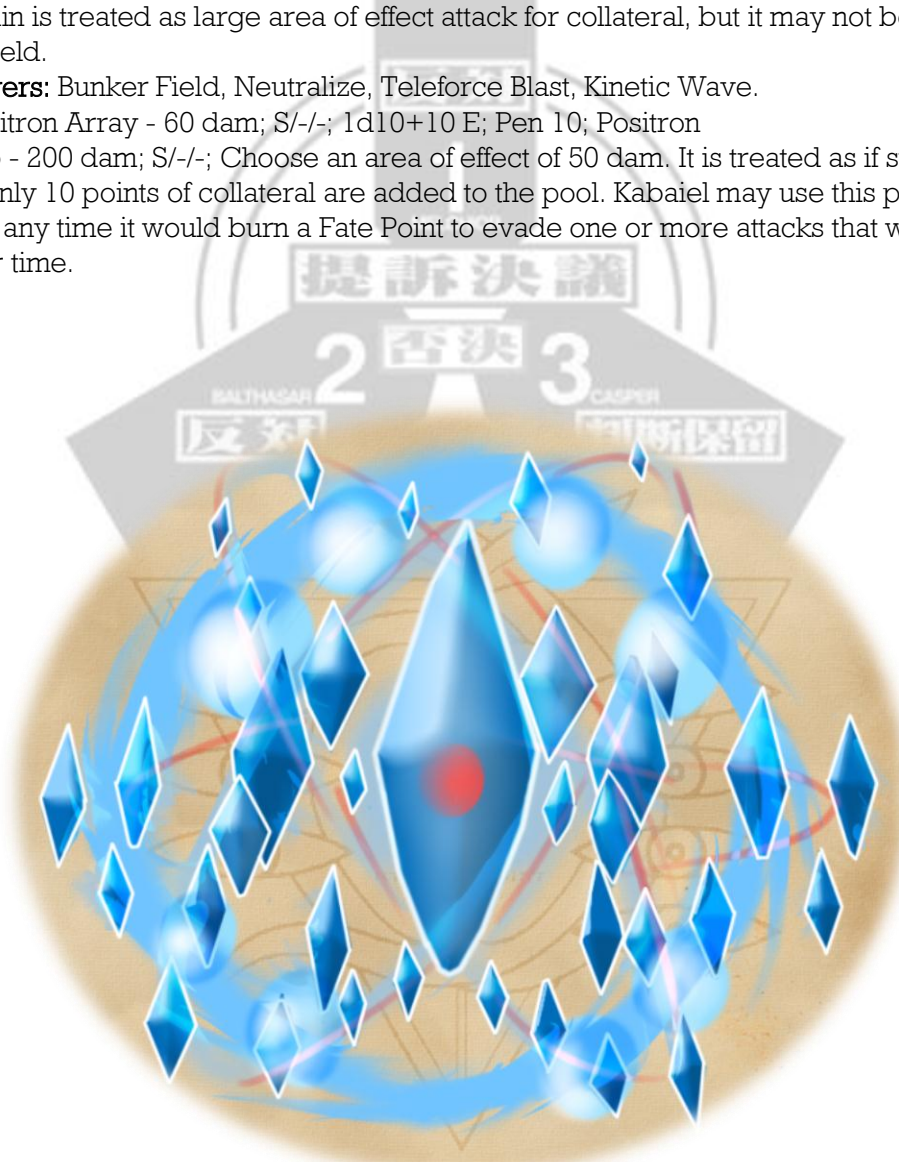
Using Kabaiel:

Because it favors devastating area attacks, culminating in the overwhelming Sphere Bomb, Kabaiel should probably be encountered in an undeveloped area or at least the option to do so should be made available to the players. In any developed area collateral damage will be very high, though whether that is a deterrent or a feature is up to you as the GM. Even out in an 'undeveloped' area, finding something of value to have the players try to protect during the onslaught (such as a vital strategic resource, or even just an unfortunately placed famous landmark or building) can make the encounter that much more memorable.

While Kabaiel's attack pattern may be notoriously complex to avoid, the Angel's actual tactics are not. Kabaiel is best utilized by simply maintaining its Positron Curtain on any Evas foolish enough to stay grouped together, or simply on whoever is irritating it at the time if they are spaced apart. It will supplement this with the occasional direct attack via its Teleforce Blast and Kinetic Wave, often cutting down an Eva that just barely dodged the Positron Curtain.

If caught in melee, Kabaiel will likely teleport to safety and reward the attacking Eva with some Positrons for its trouble. Or it might deliver a powerful reprisal via the Sphere Bomb if legitimately in danger of death. Keep in mind that the moment someone steps within the area of the Positron Array their Umbilical Cable will be cut. Regardless, whatever battlefield you fought on will almost certainly be the very definition of ruined for years to come.

Possible modifications to Kabaiel include allowing it to 'switch' the pattern on its Positron Curtain to catch those currently avoiding it off guard, allow Kabaiel to Teleport more often or more reliably, or to simply give Kabaiel an extra Fate Point so that it may use Sphere Bomb an additional time.

Alternatively, Kabaiel has the potential for some interesting variations that change the way the battle is fought. Kabaiel might produce a series of false images around itself as part of its complicated patterns, force your players to Test Awareness to even recognize where the true threat is and being denied their ability to dodge on a failure.

A simpler modification would be to grant it the Wrap Beam A.T. Power, and extend this so that dodging its attacks is impossible and a successful dodge only ever results in a grazing hit for 10 E pen 10 damage. Alternatively you can replace Sphere Bomb with a powerful resiliency effect that, on a Fate Burn, renders Kabaiel's Core entirely impervious to all damage except for an automatic 1d5 Wounds lost per turn, which results in a beam-spamming enemy that must be outlasted until it simply dies on its own.

Halaliel

As the pact of the rainbow is Halaliel

For those who act in violence shall be smote

For a cheat and brigand thou surely art

And yet thou smile and play the harlequin

Oh painted Fool! Curse thou foul trickery

Subtle is the wrath of God

Second Scroll: The Last History, Passage 41
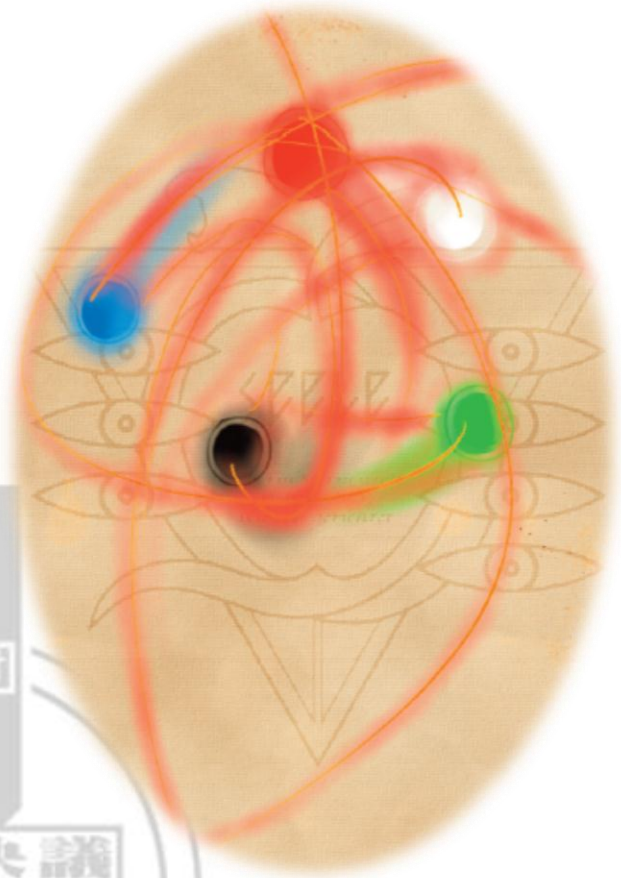
Halaliel is a colorful pentad of Core-like spheres with a bizarre A.T. Field that seems to take the form of a series of strings. If attacked, it will not respond with its own violence, but it will respond with your violence.

Halaliel has the uncanny ability to not only hide its real Core among the other four floating fakes, but also redirect attacks at the false Cores back onto the players. It has a strange way of manipulating causality, and tampers with reality in such a way that certain actions from the pilots will have unforeseen consequences, always negative for their teammates. In addition, if a pilot destroys the current Core another will take its place and the beast struggles onward. It would seem that the additional cores are not so much false as they are dormant.

As if that wasn't enough, each of Halaliel's Cores drops red, writhing threads that worm through the ground and armor plating above the Geofront. If the pilots do not stop it, the real Core's thread will eventually find Adam (or whatever else Terminal Dogma might hide), and Halaliel will cause Third Impact.

Halaliel Profile									
WS	BS	S	T	Ag	Int	Per	Wp	Fel	LS
50	50	40	50	50	50	40	20	10	100

Halaliel Body			
Location	% to Hit	AP	Wounds
White Core	01-20	5	10
Blue Core	21-40	5	10
Black Core	41-60	5	10
Red Core	61-80	5	10
Green Core	81-80	5	10

Movement: 10/20/30/60
Skills: Awareness +10 (Per), Dodge +10 (Ag), Gamble +30 (Int).
Talents: None.
Traits: Angel (TB 5), Angelic Senses (40 dam), Compromise*, Destiny in the Balance**, Fated to Win***, Terminal Fate****, The Stuff of Nightmares.
*Compromise: Whenever a player spends a Fate Point for any effect, the opposite effect happens to a player of a GM's choice. If they regain wounds, the target loses the same amount of wounds on that location. If they activate an offensive ability, that ability's effect also happens to the target. If they use it to modify initiative, the target's initiative is set to 1. If they use it to recover from being Stunned, the target is Stunned. Et Al.
**Destiny in the Balance: Of Halaliel's five cores, only one is vulnerable at a time. When one of the false cores would take damage, its A.T. field warps space around it to transfer the impact and reflect the damage it would take back at its source. Calculate damage as normal, but roll for hit location on the Eva that damaged the false core. That location takes all damage from the attack, with no penetration. This damage may be Deflected but not Parried or Dodged. Each Core is a different color and releases ethereal strings that extend and burrow into the Geofront. Said strings cannot be damaged or removed in any way. Should these strings come into contact with Adam (or a similarly dangerous item), Halaliel could initiate Third Impact.
***Fated To Win: If the vulnerable Core would be hit, Halaliel may make an opposed Gamble test with its attacker and, should it succeed, the blow is dealt to a false Core instead. Area of effect weapons always hit all five cores, and Gamble may not be tested against such attacks. Whenever Halaliel's vulnerable Core is destroyed, another of the remaining Cores takes its place and turns vulnerable until no more Cores remain. The Angel is not defeated until all the Cores have been destroyed. False Cores simply break down instead of exploding, but the final Core uses the Angel Critical Damage charts as normal, despite The Stuff of Nightmares trait.
****Terminal Fate: When one of Halaliel's Cores is destroyed (including the last one), choose one player (usually the one who destroyed the Core) and roll on the Perils of the Warp chart (DH 163).
The effect on the chart happens to that player, with the following exceptions:
> *Soul Sear*- Ego Barrier is instead reduced.
> *Psychic Mirror*- The damage is automatically taken, it ignores armor.
> *Warp Whispers*- Ego Barrier is instead reduced.
> *Dark Summoning*- All previously destroyed Cores reappear as illusions that vanish after being struck once and reflecting damage.
> *Blood Rain*- Instead, A.T. Powers cost twice as much to activate, augment and maintain for the duration.
> *Mass Possession*- Ego Barrier is instead reduced.
> *Daemonhost*- The Evangelion targeted instead automatically stops fighting and wanders aimlessly around the battlefield for the remainder of the battle, ignoring commands.
> *Warp Feast*- The Core fully regenerates and another Core is chosen as vulnerable.
A.T. Field Powers: Deflective Field.
Weapons: None.

Using Halaliel:

Due to Halaliel's nature as an incidental Archangel that never attacks directly, Halaliel should appear in the Base of Operations and immediately set to its bizarre work of seeping into the ground with its strings and reaching for its goal. If it ever was encountered outside of the Base of Operations, it would have little to do as it is lacking in direct attacks.

Because of this lack of simple offensive ability, Halaliel will likely just sit in place and serve as a deadly timer which must be beaten before it can cause Third Impact. However, none should assume this will be easy. Its defenses are strong, and attacking without knowing its weakness is more likely to hurt you than it. Liberally allow attacks that would land on false cores to go undodged, and stick to using its Gamble skill when the real Core would be struck. Expect frustration on the part of the players. If they seem to have missed whatever hints you have dropped about the cause and effect of the battle, GMs should most definitely make use of the bases Magi Supercomputers or Science Officer to explain to the OD that attacking Cores willy-nilly is not the key to victory... after a round or two to let the players figure it out themselves, of course.

Color-based puzzles such as having the vulnerable Core resonate as it transfers damage back to its source will likely provoke comparisons to other games and is to be done at your own risk. Though it is recommended to make the Red Core the final and true Core if only to keep things consistent with other Archangels.

Possible modifications to Halaliel include allowing it to parry using its strings, or even making them weak but flexible attacks. Other massive changes to Halaliel include having it begin at the edge of the city and worm its way through, dealing an amount of collateral damage on its turn each round equal to the damage reflected by it during that round.

Alternatively, you can change the entire battle as you simply have each player declare what they want to do this turn, and have Halaliel choose half of them to fail and half of them to succeed on all appropriate rolls (damage should still be rolled normally) as part of its ability to manipulate causality. GMs feeling especially catty should invest in a screen and perform all 'rolls' themselves.

Alternatively still you may count up the number of Fate Points in the group, and announce that is the number of rounds you have to stop Halaliel before it initiates Third Impact (the rub being that spending or burning Fate decreases this available amount of time left).

Gamaliel

Dark Giant; Inverted Adam; Dirac Bardiel. None of these terms do Gamaliel justice. Your players should not be aware of the last one in particular as it could obviously spoil the surprise.

Gamaliel appears immediately to be an Evangelion, perhaps simply bathed in shadow. As it approaches, its body's stark and complete blackness causes an immense doubt which its flat, white eyes only magnify further. Soon the observer cannot help but fear the worst: this is not simply a rogue Unit.

Once it enters combat range, Gamaliel has only one objective: charge the nearest active unit. This at first seems suicidal, even with its extremely fortified body, but the Archangel soon makes its intent starkly clear. After first expanding an immense gravity well that crushes back all opposition with great force, Gamaliel stabilizes itself and opens a Dirac Sea entrance along the surface of its body, sucking the target Eva into the blackness entirely, pilot included.

Though its psychological impacts are notable – watching a compatriot's Evangelion be swallowed whole by darkness is a frightening experience – it has entirely practical reasons to 'absorb' an enemy. Once inside the Dirac Sea, Gamaliel's core scans the target and then morphs parts of its real-world body to reflect any weapons the Eva has.

The archangel has one fatal flaw, however. By absorbing enemy units, it exposes its core to them. The core is by no means defenseless: it too is shaped in a crude mockery of an Evangelion and can fight competently. But defeating it results in the termination of the real world body, an event which expels the Evangelions within the Dirac Sea back outwards.

Gamaliel Shadow Profile									
WS	BS	S	T	Ag	Int	Per	Wp	Fel	LS
80	60	70	50	40	20	30	20	10	200

Gamaliel Shadow Body			
Location	% to Hit	AP	Wounds
Body	01-100	10	40

Movement: 8/16/24/48
Skills: Awareness +20 (Per), Dodge +20 (Ag).
Talents: Lightning Attack.
Traits: Angel (TB 10), Angelic Senses (30 dam), Assimilate*, Dual Existence**, Angelic Weapon (Fists), Size (Average), Ultimate Shield***.
*Assimilate: Gamaliel may automatically absorb a grappled opponent into a Dirac Sea at the beginning of its turn as a Free Action. It may only hold one opponent in this Dirac Sea at a time, and all who see another Evangelion being absorbed must test against Angelic Fear (3). Gamaliel may use all the equipment, A.T. Powers and other attack profiles of a target it has absorbed, using its own stats or the absorbed target's (whichever would be higher). Should the trapped Evangelion be freed via Dirac Sea powers or some other method, Gamaliel keeps these abilities.
**Dual Existence: Gamaliel's Core exists in a Dirac Sea while the rest of its body lies outside of it. Its body may attack and be attacked and even destroyed, should this happen any opponents inside Gamaliel's Dirac Sea are expelled alongside Gamaliel's Core.
***Ultimate Shield: Gamaliel's Shadow modifies its immaterial nature to automatically stop any instances of massive damage. If an attack would deal more than 10 damage to Gamaliel's Shadow after TB and AP reduction are applied, instead it deals 10 damage.
A.T. Field Powers: Gravity Bomb, Gravity Territory, Neutralize.
Weapons: Fists - Melee; 1d10+7 I; Pen 4

Gamaliel Core Profile									
WS	BS	S	T	Ag	Int	Per	Wp	Fel	LS
60	50	30	50	30	20	30	20	10	100

Gamaliel Core Body			
Location	% to Hit	AP	Wounds
Core	01-100	7	28

Skills: Awareness +10 (Per), Dodge +10 (Ag).
Talents: Lightning Attack
Traits: Angel (TB 5), Angelic Senses (30 dam), Dirac Sea*, Dual Offense**, Size (Average).
*Dirac Sea: Gamaliel can create an extradimensional space of unknown capacity by inverting its A.T. Field. The contents of this extradimensional space are unknown, though any person that enters it must test Willpower or remove 1d5 points from their Ego Barrier, and test again every hour they remain there. Should Gamaliel's Core be defeated, Gamaliel's Shadow simply dissolves and the Evangelion within is liberated.
**Dual Offense: Gamaliel Core may use all the equipment, A.T. Powers and other attack profiles of its Shadow.
A.T. Field Powers: Deflective Field, Neutralize.
Weapons: See Dual Offensive

Using Gamaliel:

The arrival of Gamaliel in your campaign may be varied based on how you want its nature to handled. Given its resemblance to an Evangelion, you could simply explain it as the Angel mimicking the form of its enemy. However, Gamaliel provides a unique opportunity to fake-out your players by having the encounter arise in a manner similar to the canon enemy Bardiel. In this case, they will expect to fight an enemy that, aside from some encroachment ability, is simply another Eva. That belief will be utterly shattered when Gamaliel drags one of the players kicking and screaming into its own chest using Assimilate.

Tactically, Gamaliel provides a tough challenge to the players. Any Eva that closes into melee combat with Gamaliel will become trapped there for the rest of the encounter, which could be disastrous if the fight should go against them. However, this does not mean the battle is in the favor of ranged fighters, as Gamaliel's powerful Gravity Bomb will leave its targets temporarily incapacitated and weaponless even if they survive it.

Gamaliel will do its best to latch onto an Evangelion and then use its Assimilate power on them as quickly as possible, leveling the playing field considerably. Once this happens, GMs will have to keep track of two separate battles: the fight against Gamaliel Shadow, and the struggle inside of it against the Core. Because Assimilating an Eva leaves the Core vulnerable, Gamaliel will always attempt to weaken its opponent before Assimilating it given an opportunity, but because Gamaliel absorbs the powers of an Assimilated opponent it will also be naturally drawn to more tantalizingly powerful Evas and will want to have their abilities as soon as possible.

Possible modifications to Gamaliel include making the Core immune to any attack that is not an A.T. Power or otherwise enhanced by an AT Field based effect, or to make an Assimilated Evangelion take half damage from any attack that hits Gamaliel.

GMs looking to change the nature of the encounter should consider focusing and expanding on Gamaliel's portfolio of gravity manipulation, the Dirac Sea, or mimicry and mirroring of abilities.
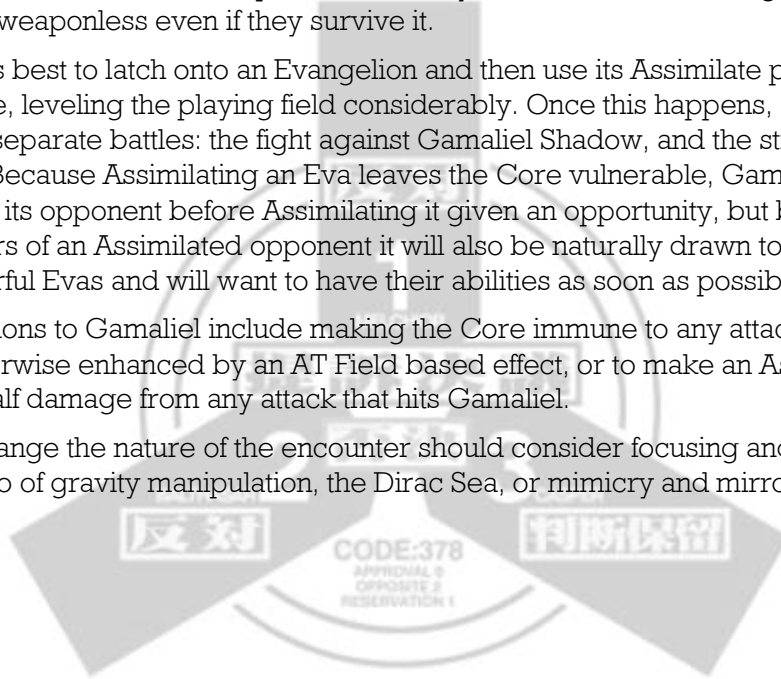
Rahab

"...They spoke of the many children: Born from a great womb, full of death

That they do come upon life like a sea of hate

And soon return to their mother. Thieving from creation in deathly violence

She, Rahab, a mouth unable to devour

So that she sends her children To consume all around her."

Fourth Scroll: The Ghosts of My Children, Passage 16

At first, this Archangel does not appear a trickster. A stark white, black-striped, almost shark-tooth-shaped object about a kilometer long, Rahab hovers above the surface like a swift blimp, with its convex side pointed downwards.

The two black stripes along its flat, dorsal surface can split themselves from the main creature and are actually a pair of manipulator tentacles which it uses for various mischief.

On the convex side, the matching pair of stripes serves an altogether different purpose, acting as retractable covers that protect a vast cavern of wombs, tendrils, and tumors. Rahab's true power lies in this hellish network: it can produce anywhere between ten and ten million offspring over the course of the day. The exact number is proportional to that specific spawn's size –larger floaters around the size of an Evangelion form in batches of ten, while meter-long self-destructing creatures may be born in groups exceeding 400,000 though even then, variation within a batch can vary wildly.

Individually, these spawn serve miniscule-to-little threat to an Evangelion. En masse, however, they can devastate entire bases, cities, regions and so on, and are fully capable of destroying any small number of Units in a short amount of time.

Rahab Profile									
WS	BS	S	T	Ag	Int	Per	Wp	Fel	LS
70	90	50	50	50	40	60	40	50	200

Rahab Body			
Location	% to Hit	AP	Wounds
Body	01-00	10	100

Movement: 10/20/30/60
Skills: Awareness +20 (Per), Dodge +20 (Ag)
Talents: Lightning Attack
Traits: Angel (TB 10), Dual Field*, Angelic Fear (3), Angelic Senses (60 dam), Hoverer, Heavenly, Angelic Weapon (Angelspawn, Tentacle), Proliferate**, Renew***, Size (Massive), Teleporting.
*Dual Field: Rahab can utilize two Spread Patterns at the same time at their maximum ATS value.
**Proliferate: Rahab may spawn a new school of The Host as a Full Action, but it may only do this once every 1d5 days, up to a maximum of 5 Schools.
***Renew: Rahab may, as a Full Action, regenerate all lost Wounds to a school of The Host within 100 dam of itself but may only do this once per School of The Host.
A.T. Field Powers: Bunker Field, Layered Field, Neutralize.
Natural Weapons: Tentacle - Melee; 1d10+5 I; pen 5; Balanced
 Angelspawn Drones - 100 dam; S/3/6; 1d10+5 X; Breach +4; pen 5

The Host Profile									
WS	BS	S	T	Ag	Int	Per	Wp	Fel	LS
60	60	50	50	50	20	30	20	30	200

The Host Body			
Location	% to Hit	AP	Wounds
Body	01-00	5	45

Movement: 20/40/60/120
Skills: Awareness +20 (Per), Dodge +20 (Ag)
Talents: Combat Master, Step Aside, Swift Attack.
Traits: Angel (TB 10), Dual Field*, Angelic Fear (3), Angelic Senses (30 dam), Hoverer, Heavenly, Angelic Weapon (School Overrun, School Barrage), Servant**, Size (Massive), Strange Physiology, Swarm, Unnatural Movement (x2).
*Dual Field: The Host can utilize two Spread Patterns at the same time at their maximum ATS value.
**Servant: The Host lacks a fate point.
A.T. Field Powers: Bunker Field, Layered Field, Neutralize.
Weapons: School Overrun - Melee; 2d10+10 R; pen 0; Tearing
 School Barrage - 50 dam; S/2/3; 3d10 X; pen 6; Breach +4. The sheer volume of fire from a school of The Host is a sight to behold. School Barrage does not suffer the usual -20 BS penalty when using a Suppressive Fire action.

Using Rahab:

The Rahab encounter is one of a magnitude unlike any likely to have been encountered before. Even if your group has fought Angelspawn before, Rahab takes that to another level entirely. It is highly recommended that, rather than blitzkrieging the Base of Operations all at once, the full encounter is built up to.

First, have the party fight a single one of Rahab's swarms. It could be attacking the Base of Operations directly, or fought elsewhere. What is important for this initial encounter not the actual damage done by the swarm but establishing the threat itself. After this initial encounter, Rahab and its swarms should be reported to be attacking various targets worldwide (either Nerv resources or civilian targets as well). You might extend this arc by having the players deployed to fight these attacking swarms, but should they be so foolish as to leave the Base of Operations undefended be sure to punish them for it with a swift attack to take advantage of their absence.

Inevitably, this will result in a seemingly never-ending series of waves of swarms sent to wear down the Base of Operations. Rahab itself will remain safe in a suitably remote location, perhaps underwater, in space or even inside of a Dirac Sea. Rahab always keeps one Swarm with itself and will provide it with support first and foremost, preferring not to engage in combat directly and staying out of range.

It will keep a reserve Proliferate unused in case its current bodyguard dies. Tracking down the location of Rahab and destroying it while not allowing the defenses of the Base of Operations to lapse will be the true difficulty of defeating this Archangel, and to do it justice GMs should be fully ready to devote multiple sessions to this arc.

Possible modifications to Rahab include improving its defenses to make it into a true fortress, making the swarms more resistant to area attacks (such as removing the double damage effect), or allowing Rahab to use Proliferate more often. Alternatively, you may choose to change the nature of the swarms themselves (such as making them initially flawed copies of previously fought angels that steadily grow more powerful as Rahab refines its methods) or giving the swarms encroachment abilities.

Keter

And man built himself a statue of gold to worship instead of The Lord, saying "Wherefore is greater then I?"
So God sent Keter to them from its place beyond this world. And where Keter appeared to crush their idols,
the people wept tears of blood, and a man would cry his life's blood through his mourning hands. From
blood man was wrought, and too it shall he return.

Second Scroll: The Last History, Passage 31

And all the lands will rot in his coming

Eighth Scroll: Untitled – line 14

The first indication that Keter is present will be a city void of people and full of LCL. The pilots are not in for a good time.

Fully describing Keter would require a dozen theoretical mathematicians and physicists and at least as many hours in front of a whiteboard, however the executive summary reads as follows. In general, Keter appears to be a humanoid figure awash with gold and with a dozen bladed wings. Its construction consists of materials that shouldn't exist in this universe and have incredible tensile and ductile strength and whose physical qualities aren't yet understood.

At any given point, one of its body parts appears to be fully in-phase with our universe and out of the alternate one; that body part's resilience decreases significantly when in this state and can be easily pointed out due to its radiant aura in a blue tone.

Whichever limb that may be at a given time is the key to Keter's very real threat: the Archangel uses this limb to channel and expand a massive Anti-AT Field outwards at astounding rates. It is the undisputed master within that field, able to strike any location inside it immediately and overwhelmingly with a focused Positron Beam.

Should an opponent get too close, the beast's ludicrous construction gives its close-quarters strikes unparalleled power and speed, the capability to fire crystal-like and impossibly sharp 'feathers,' and even to attack pilots psychically with effects that range from acute migraines on contact with one of these natural weapons to simply a brute force mental assault much like Arael's.

Keter has one real weakness, and that resides in the active destruction of either its body or all of its limbs. Loss of either will cause the Core to lose its interdimensional hold over the whole of its bodily form and leaves it defenseless inside the real universe. The Core desperately morphs in response into a miniaturized version of the full-strength form. At that point its field increases exponentially in strength. However, since its entirety is now a Core, it grows vulnerable enough to vanquish with traditional Evangelion power.

Keter

Keter Profile									
WS	BS	S	T	Ag	Int	Per	Wp	Fel	LS
70	70	60	100	50	40	70	40	30	250

Movement: 10/20/30/60
Skills: Awareness +10 (Per), Dodge +10 (Ag)
Talents: Lightning Attack
Traits: Angel (TB 10), Angelic Senses (70 dam), Hoverer, Impossible Composition*,
Heavenly, Angelic Weapon (Arm, Head, Wings), Quantum Physiology**, Size (Average), Stuff of Nightmares, The End is Nigh***, Weep and Bear Witness****.

Keter Body			
Location	% to Hit	AP	Wounds
Head	01-10	10	10
R. Arm	11-20	5	15
L. Arm	21-30	5	15
Core	31-40	10	20
Body	41-70	20	40
R. Leg (Wing)	71-85	5	15
L. Leg (Wing)	86-100	5	15

*Impossible Composition: This Angel's biology consists of minerals that don't entirely exist in this universe and are tough beyond reason. Its TB is doubled against any attacks made against limbs protected by this trait and attack profiles that ignore TB and AP instead deal damage normally. Should the main Body be destroyed, all of its other limbs will disintegrate except for the Core which is now exposed.

**Quantum Physiology: Keter may choose to expose another limb and retreat the existing one as a Reaction Action to any attack automatically. The exposed limb is visibly different and is also the only one capable of attacking.

***The End is Nigh: Should Keter's Core be exposed, any remaining limbs including the Body disappear from our space and it burns a Fate Point as the Core mutates desperately into a smaller scale version of itself. Keter loses Impossible Composition permanently but its LS doubles and it gains new limbs with which to use any of its attack profiles. From this point forward all hits to Keter are treated as if the Core was struck.

****Weep and Bear Witness: Keter's Anti-A.T. Field expands at a rate of 1d5 km/hour. It must expose at least a part of itself to spread its Anti-A.T. Field in our dimension, and stops expanding unless at least one of its non-Body limbs is exposed outside the protection of Impossible Composition every round. In addition, Keter's Positron Beam treats any target within its Anti-A.T. Field as if it is at short range, and has no maximum range limit. However, after using the effects provided by the ''Anti-AT Field'' AT Power, Keter cannot use that same power again for another 3 rounds.

A.T. Field Powers: Anti-A.T. Field, Absolute Terror, Positron Beam, Suppression.
Weapons: Arm - Melee; Reach 10 dam; 1d10+6 I; pen 3; Tearing. Harmful energies flow and pulse from the arms. All struck by this weapon gain an amount of Insanity Points equal to highest amount of damage rolled between its normal and Tearing bonus damage dice.
Head – 140 dam; S/-/-. Keter assaults a target's mental fortitude with psychic power. One target within range automatically gains 2d10 IP and must test Toughness or be stunned for 1 round.
Wings - 70 dam; S/3/6; 1d10+5 R; pen 5. Wings of light envelop a target and waves of brimming power inflict extreme pain. The target of this weapon gains insanity points equal to the number of successful hits (calculated as usual for any Semi-Auto or Full Auto burst) + 1d10, and takes a -10 penalty to all tests until Keter's next round, to a maximum of -30.

Using Keter:

Keter is, even among Archangels, the big finale. The level of threat that it represents cannot be over emphasized, and it is entirely likely that even a well-equipped party will not survive it. If the end of the campaign isn't the time to stop pulling punches, when is?

Keter should be detected a fair distance away from the Base of Operations, specifically via its growing Anti-A.T. Field. Given the lifeless waste this will leave in its path, this should send Nerv into panic mode.

Before the Evangelions are deployed, it is highly recommended that Nerv's science team be given the necessary time to explain to the pilots, in broad terms, Keter's unique abilities save for ''The End is Nigh.'' Without at least some forewarning of how these abilities work, victory against Keter in the time they have before its Anti-A.T. Field tangs them is all but impossible.

Tactically, Keter is strongest by forcing the Evangelions to come to it and knows this. It will simply float between various major population centers on its way to the Base of Operations, stripping the A.T. Fields from all nearby and absorbing them as it waits for Nerv to make its move. If left alone for too long, Keter's Anti-A.T. Field may grow to such a radius that getting close enough to fight it becomes difficult if not impossible. As is, the players will likely have to find some sort of high speed transport to get them close enough to fight it before being defeated.

Due to its Anti-A.T. Field, conventional forces are not even an option, and it can effortlessly shoot down N2 mines using Positron Beam, or simply halt its expansion for a short period of time as it uses its ludicrously powerful ''Impossible Composition'' to simply weather the attack.

Once the Evas are actually in range, between the constant threat of the Anti-A.T. Field itself, the lethal Positron Beam and a rapid barrage of varied attacks that cripple the players, survivors will be few and none will be unscathed. Once forced into its desperation mode after burning a Fate Point, Keter becomes horrendously powerful and is capable of stunning an Evangelion, shooting a barrage of flashfire feathers, and sweeping what is left of the enemy away with Lightning Attack. All of this in a single round. Even if defeated, the battle against Keter will have left Nerv itself greatly depleted, possibly down several pilots, and with millions dead from the Anti-A.T. Field.

Making Keter more powerful is a hellworthy sin and raises the divorce rate worldwide every time it happens. Teleportation abilities and every A.T. Power under the sun would give it a lot of versatility and are recommended against parties that do their damndest best to asspull their way into not playing ''fair'' with an Angel.

Alternatively, you could refluff Keter so that instead of an Anti-A.T. Field it is actually creating an increasingly large dimensional overlap between our universe and somewhere else, either some physics-defying alternate dimension or even a space between dimensions. It is left up to GMs what that could possibly be like, or what kind of horrors even worse than Keter might use this as an opportunity to stop in for a friendly apocalypse.

ADDITIONAL OPPONENTS

Jet Alone

Jet Alone is a nuclear-powered, unmanned robot created by an independent corporation for the Japanese government with the intention of supplanting the Evangelion units. Unlike the Evas, Jet Alone has an on-board nuclear reactor, so it can function without external power for 150 days. Additionally, Jet Alone is controlled by a supercomputer system that rivals the Magi which makes its combat decisions. While never witnessed in the series, Jet Alone contains powerful integrated weaponry.

Jet Alone Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel	LS
50	50	30	10	20	30	35	20	10	0

Jet Alone Body

Location	% to Hit	AP	Wounds
Head	01-10	4	11
R. Arm	11-20	4	13
L. Arm	21-30	4	13
Body	31-70	6	18
R. Leg	71-85	4	13
L. Leg	86-100	4	13

Movement: 4/8/12/16
Skills: Awareness (Per) +10, Logic (Int) +20
Talents: Combat Master, Independent Targeting, Deadeye Shot, Weapon Expert
Traits: From Beyond, Natural Weapon (Claws), Nuclear Powered*, Integrated Weapons**, Celerity, Stuff of Nightmares
A.T. Field Powers: None
*Nuclear Powered: If Jet Alone takes enough damage to his body that he would be destroyed, roll 1d10. On a roll of 5 or lower, Jet Alone's reactor has been breached, and will suffer a major meltdown within 1 round. While this does virtually no physical damage, the released radiation poisons everything in the surrounding area and during the post-battle phase treat the Collateral Damage from the fight as an even 100.
**Integrated Weapons: While Jet Alone can use its hands as a close combat weapon, it also possesses built in ranged weaponry of the GM's choice. It is treated as having 3 WUP worth of ranged weapons, drawn from the same pool of technologies currently available to the players. Jet Alone may have Pistol or Basic weapons integrated as it sees fit, but may not integrate Heavy weapons.
Weapons: Fists – Melee; 1d10+3 I; Pen 2

Using Jet Alone:

The Jet Alone lacks an A.T. Field and a Core, so defeating it is much easier than even a weak Angel. However, its access to human made weaponry is an opportunity for the players to fight weapons that they are used to having on their own side, and might not be prepared to deal with. Suggested weapons for integration include Tier 2 Maser or Positron weapons.

Jet Alone's Nuclear Reactor also makes the fight less about defeating the war machine, and more about defeating it safely. Should Jet Alone be allowed to meltdown, the fallout (both literal and political) should be tremendous and the pilots should be made to remember it for some time.

Jet Alone Prime

The previous Jet Alone was the prototype model, and this unit with an onboard N² reactor was actually in development at the time. Initially afraid of having an onboard fission reactor, but forced to meet the deadline for the public test, they fitted the prototype with a nuclear reactor taken from the "old system".

The Jet Alone Prime model contains an onboard reactor which was treated as experimental at the time. By coincidence, it slipped through the grasp of outside forces who conspired to have it sabotaged, thus narrowly escaping disassembly.

The body of this robot, with its reactor, is slightly smaller than the original Jet Alone. But it's still powerful and nimble, and in exchange for only having to equip a single cooling system it consumes massive amounts of water, requiring the presence of a nearby water supply during periods of extended operation. Its weapons include a giant hammer and a ring attached to the wrist that emits an electrical discharge.

Jet Alone Prime Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel	LS
70	70	60	40	30	30	40	20	10	0

Jet Alone Prime Body

Location	% to Hit	AP	Wounds
Head	01-10	8	19
R. Arm	11-20	8	21
L. Arm	21-30	8	21
Body	31-70	8	26
R. Leg	71-85	8	21
L. Leg	86-100	8	21

Movement: 6/12/18/24
Skills: Awareness (Per) +20, Logic (Int) +20, Dodge (Ag) +10
Talents: Combat Master, Independent Targeting, Furious Assault, Deadeye Shot, Sharpshooter, Expert Aim
Traits: From Beyond, Celerity, Stuff of Nightmares, N2 Reactor*
A.T. Field Powers: None
*N2 Reactor: The Jet Alone Prime is powered by an N2 Reactor. Generating even more power than the old fission reactor, the quark soup that the system sheds in place of lethal radiation is the key to Jet Alone Prime's weapons. The only way to stop Jet Alone Prime for good is to destroy its body or every other limb than the body (thus rendering it a non-threat). If the Jet Alone Prime's Body is brought down to exactly 7, 8 or 9 Critical Damage it deactivates safely. If more Damage is dealt, then it explodes with the magnitude of an N2 Mine.

Weapons: Radhammer – Melee;1d10+12 I; Pen 6; Breach +6; Unweildy. Using EM-Field relays, the quark soup stored for firing the Quark Discharge can be channeled to the head of J.A.P.'s hammer and stored in a special vacuum capacitor. By releasing this radiation all at once on impact, the hammer can destabilize the AT Field at the point of impact and possibly break through. When using the hammer, J.A.P. treats the Breach from DoS as double the normal amount.

Ultraviolet Laser Repeater - 40 dam; S/3/-; 1d5+3 E; Pen 1; Breach +0; Clip unlimited.

Quark Discharge - 40dam; S/-/-; 1d10+5 E; Pen 5; Breach +5; Clip Unlimited; Recharge, Positron. The exotic radiation produced by a sustained antimatter reaction is a randomized, rapidly decaying 'quark soup'. This quark soup can be channeled through the J.A.P. safely through specialized conduits and held in relative stasis using advanced EM-fields and near-perfect vacuum tubes. By using a simple UV laser to ionize a path to the target, this exotic radiation can be released and expected to immediately follow the path of least resistance down the beam, right at the target. Whenever Quark Discharge is deflected by an AT Field, that Field's Deflection is decreased by 1d5 for one Round as the quark soup decays and releases energy in such varying wavelengths that the AT Field must expend extra effort to neutralize it all.

Using Jet Alone Prime:

Still lacking an AT Field, the Jet Alone Prime was designed to nevertheless be effective against enemies with low-strength AT Fields. Originally featured in an Evangelion video game, exactly how the Jet Alone Prime could beat its way through an AT Field with little more than a giant hammer was never properly explained. The above pseudoscience is nothing more than a justification for this, so try not to look too much into it.

As it stands, the Jet Alone Prime is already well equipped for dealing with the Evas themselves, and even standing up to some of the weaker Angels. While the introduction of entirely new weapons systems would probably be unnecessary (and merely upgrading the currently in place weapons and abilities would make it more than a match for most opponents) any high-science prototype weapon that a GM wanted to introduce to their campaign could almost certainly be seamlessly introduced via its inclusion on the Jet Alone Prime.

Should the Jet Alone Prime be fielded against the Evangelions, it would not be unheard of for it to be accompanied and supported by T-RIDEN-T Land Cruisers of some design. In what is sure to infuriate the players, Jet Alone Prime's distinctive hammer is nothing more than a simple hammer (1d10+4; Pen 2; Breach +0; Unweildy) in the hands of an Eva, which lack the sophisticated N2 reactor and accompanying systems to make use of its more exotic abilities.

T-RIDEN-T Land Cruiser Prototype

The Evangelions are designed to fight the Angels, and represent the most advanced fighting machine mankind has ever built. However, while built by different countries, each Evangelion is the property of Nerv, and by extension the United Nations. Man is an inherently distrustful creature, and more than a few have looked ahead and wondered what purposes the Evangelion might be used for once the Angel threat has been eliminated.

The dinosaur-like T-RIDEN-T Land Cruiser was built to be the answer to the proposed ''Evangelion Problem'': a massive fighting machine designed specifically to combat and kill an Evangelion should it become necessary. This prototype is dangerous in and of itself, and could easily break the back of any conventional army singlehandedly. Whether it has what it takes to defeat an Eva, however, remains to be seen…

T-RIDEN-T Land Cruiser (Prototype)

WS	BS	S	T	Ag	Int	Per	WP	Fel	LS
30	50	30	30	35	30	35	30	30	0

T-RIDEN-T Land Cruiser (Prototype) Body

Location	% to Hit	AP	Wounds
Head	01-10	9	8
R. Arm	11-20	7	6
L. Arm	21-30	10	6
Body	31-70	6	12
R. Leg	71-85	8	10
L. Leg	86-100	8	10

Movement: 6/12/18/24
Skills: Awareness (Per), Dodge (Ag)
Talents: Drop Trained, Expert Aim, Hard Target, Target Acquisition, Weapon Expert
A.T. Field Powers: None
Traits: Machine*, Airborne**, Elite***, Size (Hulking), the Stuff of Nightmares
*Machine: The T-RIDEN-T Land Cruiser has no core, but it does have a cockpit. The T-RIDEN-T functions basically as long as the unit still has power and there is something controlling it. The T-RIDEN-T is only defeated by the destruction of its body hit location. If the head is destroyed it is treated as under Darkness until repaired due to redundant sensors built into the entire machine. Should any location marked next to the name of a Weapon be destroyed, that weapon is disabled as well.
**Airborne: The T-RIDEN-T Land Cruiser is self-deployed, and comes equipped with powerful thrusters. Specifically designed for this form of flight, the T-RIDEN-T Land Cruiser is treated as being equipped with A-Type Equipment, with 3 jumps of fuel onboard and capable of lifting off and initiating sustained flight under its own power.
***Elite: Despite being NPCs, T-RIDEN-Ts may roll Righteous Furies with their Weapons.
Weapons: Manipulators [Arm] – Melee; 1d10+3 I; pen 2, Breach +1.
Chin-mounted Machinegun [Head] - 40 dam; S/3/6; 1d10+4 I; Pen 3; Breach +1; Clip 30; Pistol.
Missile Launcher - 80 dam; S/-/-; 2d10+5 X; pen 5; Breach +5; Clip 6; Heavy, Blast (4)

Using T-RIDEN-T Land Cruiser Prototype:

The T-RIDEN-T may seem to some like ''Jet Alone… again''. That would be a mistake. The T-RIDEN-T has a human pilot, which makes fighting one a rare instance of fighting another human being. Even without this added moral quandary, the T-RIDEN-T trades Jet Alone's sturdiness for flight and maneuverability.

However, do not expect a single T-RIDEN-T prototype to be much of a threat to your Evangelions, unless it somehow manages to separate them and/or cut the umbilical. In a fair fight, even at low levels an Evangelion could be expected to win against a single T-RIDEN-T prototype. It is the T-RIDEN-T pilot's job to keep it from turning into a fair fight, using range and speed to their advantage.

A fight against a T-RIDEN-T prototype is not important because of any risk the pilot may be facing now. What makes the T-RIDEN-T important is that there are human enemies out there intentionally targeting the Evangelions, and the T-RIDEN-T Project is their plan for doing so. While the prototype was not especially deadly, it was close enough that with some better weapons, it might pose a real threat.

Any GMs looking for a better version of the T-RIDEN-T prototype are encouraged to simply use the T-RIDEN-T Production Models instead. However, any GM looking to change up the way the T-RIDEN-Ts are armed should note that the T-RIDEN-T has a pistol weapon mounted on the chin, and two heavy weapons mounted on the body.
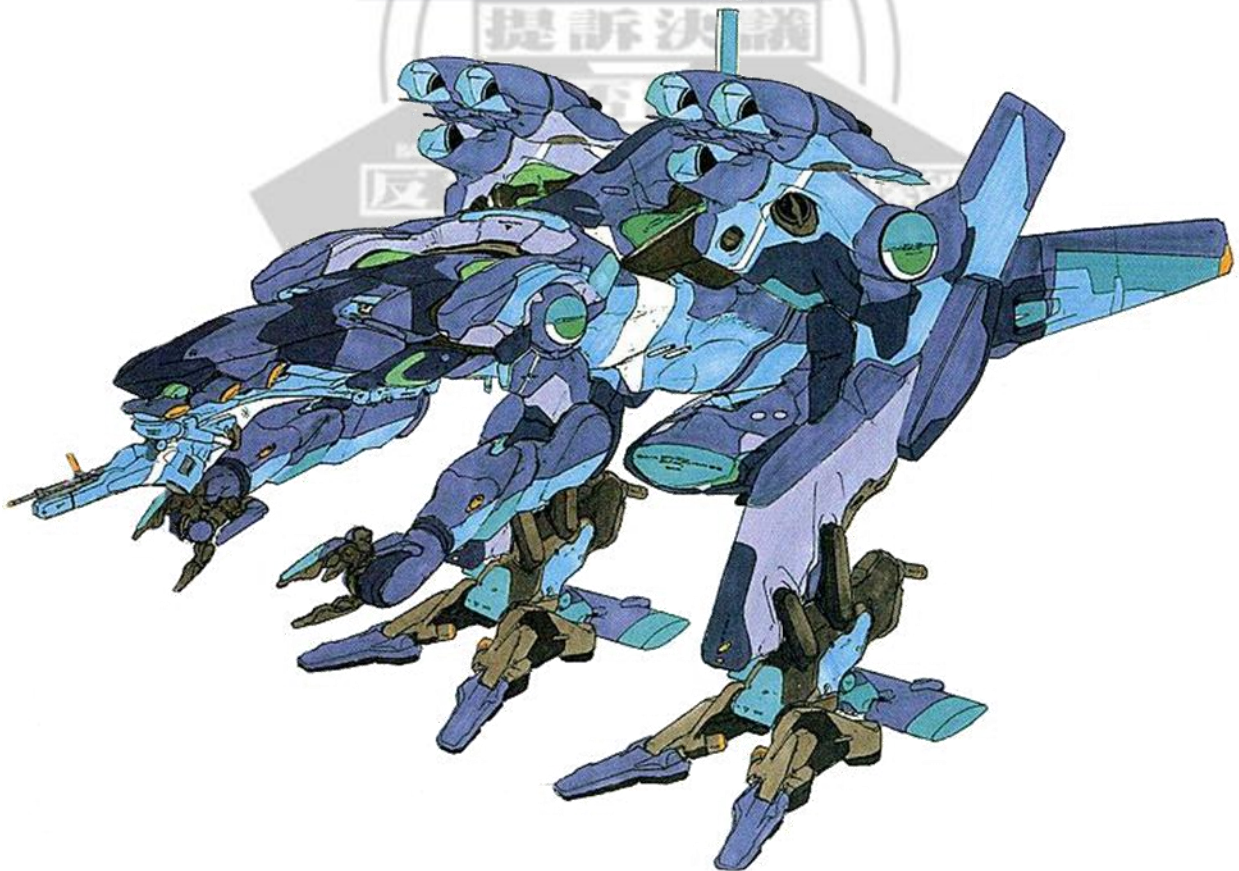
T-RIDEN-T Land Cruiser Production Models

The prototype went a long way to defining the construction of the T-RIDEN-T series. However, it underestimated the firepower required to take down an Eva. This is a mistake they have done much to correct, through application of technology originally developed to aid the Evas against the Angels.

The T-RIDEN-T Land Cruiser Production Models come in two varieties: Interceptor and Artillery. The Interceptor model is designed to engage the Evangelions at medium to close range, utilizing its twin Positron weapons against targets with active A.T. Fields and unloading an impressive rate of fire with its Maser on any targets of opportunity that present themselves. The Artillery model is instead designed to establish a position on the edge of the battlefield, picking targets at will for its devastating Heavy Railgun. Manned by expert pilots, T-RIDEN-T kill teams work in unison to bring down the Evangelions with startling efficiency.

T-RIDEN-T Land Cruiser (Interceptor)

T-RIDEN-T Land Cruiser (Interceptor)									
WS	BS	S	T	Ag	Int	Per	WP	Fel	LS
40	60	30	50	50	30	35	30	30	0

T-RIDEN-T Land Cruiser (Interceptor) Body			
Location	% to Hit	AP	Wounds
Head	01-10	11	14
R. Arm	11-20	10	12
L. Arm	21-30	10	12
Body	31-70	13	18
R. Leg	71-85	12	16
L. Leg	86-100	12	16

Movement: 10/20/30/40
Skills: Acrobatics(Ag) +10, Awareness (Per) , Dodge (Ag) +10
Talents: Disarm, Double Team, Drop Trained, Expert Aim, Hard Target, Positron Burrow, Precision Pistol (Sideshot), Spotter, Target Acquisition, Weapon Expert
Traits: Machine*, Airborne**, Elite***, Size (Hulking), the Stuff of Nightmares
A.T. Field Powers: None
*Machine: The T-RIDEN-T Land Cruiser has no core, but it does have a cockpit. The T-RIDEN-T functions basically as long as the unit still has power and there is something controlling it. The T-RIDEN-T is only defeated by the destruction of its body hit location. If the head is destroyed it is treated as under Darkness until repaired due to redundant sensors built into the entire machine. Should any location marked next to the name of a Weapon be destroyed, that weapon is disabled as well.
**Airborne: The T-RIDEN-T Land Cruiser is self deployed, and comes equipped with powerful thrusters. Specifically designed for this form of flight, the T-RIDEN-T Land Cruiser is treated as being equipped with A-Type Equipment, with 5 jumps of fuel onboard and capable of lifting off and initiating sustained flight under its own power.
***Elite: Despite being NPCs, T-RIDEN-Ts may roll Righteous Furies with their Weapons.
Weapons: Progressive Ram – Melee; 2d10+5 R; pen 2, Breach +3; Progressive, Unbalanced, Slow
Manipulators [Arm] – Melee; 1d10+5 I; pen 2, Breach +3; Balanced
Chin-mounted Tactical Maser [Head] - 40 dam; S/2/3; 1d10+1 E; Pen 2; Breach +2; Clip 15; Pistol, Maser, Burst, Markerlight
Dual Positron Cannons - 80 dam; S/2/4; 1d10+3 E; Pen 4; Breach +4; Clip 20; Positron, Tearing

T-RIDEN-T Land Cruiser (Artillery)

T-RIDEN-T Land Cruiser (Artillery)									
WS	BS	S	T	Ag	Int	Per	WP	Fel	LS
25	70	30	50	50	30	35	30	30	0

T-RIDEN-T Land Cruiser (Artillery) Body			
Location	% to Hit	AP	Wounds
Head	01-10	11	14
R. Arm	11-20	10	12
L. Arm	21-30	10	12
Body	31-70	13	18
R. Leg	71-85	12	16
L. Leg	86-100	12	16

Movement: 10/20/30/40

Skills: Acrobatics(Ag), Awareness (Per) +10 , Dodge (Ag) +10

Talents: Drop Trained, Expert Aim, Sharpshooter, Target Acquisition, Weapon Expert

Traits: Machine*, Airborne**, Elite***, Size (Hulking), the Stuff of Nightmares

A.T. Field Powers: None

*Machine: The T-RIDEN-T Land Cruiser has no core, but it does have a cockpit. The T-RIDEN-T functions basically as long as the unit still has power, and there is something controlling it. The T-RIDEN-T is only defeated by the destruction of its body hit location. If the head is destroyed it is treated as under Darkness until repaired due to redundant sensors built into the entire machine. Should any location marked next to the name of a Weapon be destroyed, that weapon is disabled as well.

**Airborne: The T-RIDEN-T Land Cruiser is self deployed, and comes equipped with powerful thrusters. Specifically designed for this form of flight, the T-RIDEN-T Land Cruiser is treated as being equipped with A-Type Equipment, with 5 jumps of fuel onboard and capable of lifting off and initiating sustained flight under its own power.

***Elite: Despite being NPCs, T-RIDEN-Ts may roll Righteous Furies with their Weapons.

Weapons: Manipulators [Arm] – Melee; 1d10+5 I; pen 2, Breach +3; Balanced

Rail Cannon - *; S/-/-; 1d10+5 I; pen 5; Breach +4; Clip 10; Heavy, Longshot

N2 Supershell Cannon - *; S/-/-; 2d10+5 X; Breach +5; Pen 2; Clip 1; Heavy, Tearing, Blast (12), Longshot
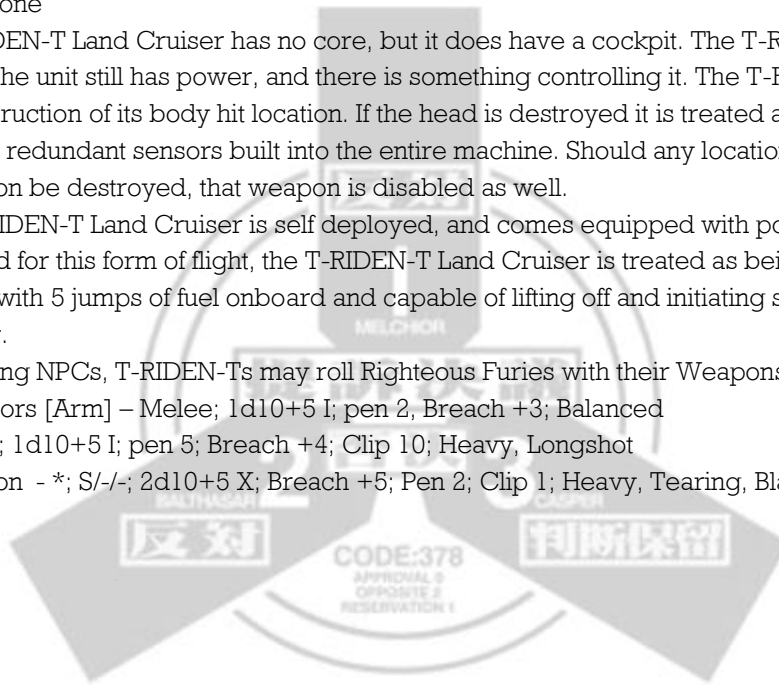
Using T-RIDEN-T Land Cruiser Production Models:

T-RIDEN-T Production Models are intended to finish off their target as quickly and efficiently as possible, and should not willingly engage an Evangelion one-on-one. Instead, the T-RIDEN-Ts will prefer to operate in kill teams generally consisting of two T-RIDEN-T ''interceptors'' and one ''artillery'' T-RIDEN-T. More than one kill team could theoretically be fielded against the Evas, but the resources required for such an operation would be truly enormous, and one kill team should be able to pick apart all but the most well equipped Evangelion with relative ease.

The T-RIDEN-T's should preferably be outfitted with weapons to best reflect the technologies researched throughout the campaign. If, for example, Positron research was never completed but N2 Shell technology was, then it would be reasonable to swap out the interceptor's ''Dual Positron Guns'' with ''Dual Bohrguns'', or even a Dyson Cannon system. Similarly, one or more T-RIDEN-Ts could be outfitted with Ablative armor of some kind, if such a thing was ever researched for the Evas.

If such technology was never fully researched by Nerv, this does not actually mean that it may not be used by the T-RIDEN-Ts, it just means that the research was performed by some other organization. Such competing research should not be a complete surprise to the pilots; hints of an Eva-scale arms race should be dropped before then to prevent it from seeming like an ass-pull.

In short: The T-RIDEN-Ts are meant to be equipped to defeat the Evangelions. Feel free to equip them with whatever man-made weapon would seem most reasonable for them to be expected to have in your campaign. If simple weapon loadouts are not enough, particularly malevolent GMs may even include an N2 mine aboard one or more Tridents, set only to arm itself and explode should all fielded T-RIDEN-Ts be defeated. It is unlikely that the T-RIDEN-T pilots would be aware of its inclusion.
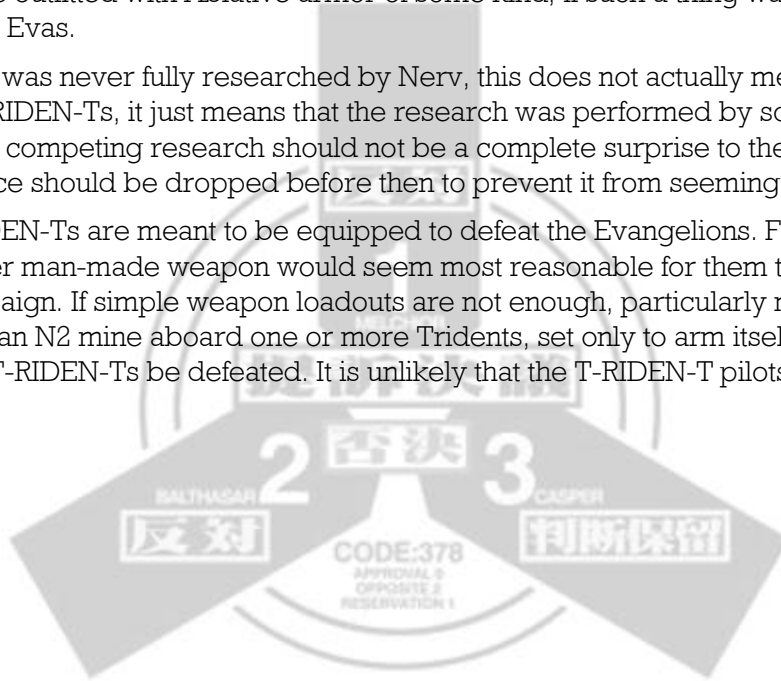
Mass Produced Evangelions

The Mass Produced Evangelions are different from previous Evas, being narrower in the chest and shoulders and wider in the hips, but the greatest difference is in the head: rather than humanoid, it is streamlined and vaguely resembles the head of a baleen whale or a giant tube worm, and is apparently covered by the same reinforced plastic that coats the arms. The long jaws have red muscular lips, metal-plated teeth, a large grey tongue, and produce large quantities of saliva. They have no apparent eyes. They are equipped with large, mechanical, avian-style wings that enable them to fly, and which can be fully retracted into the back. They also lack the shoulder-mounted armor "wings" which were characteristic of previous Evas. Their primary weapons are the double-bladed Heavy Lances, which eventually transform into their true form: dark gray replicas of the Lance of Longinus. Additionally, the MP Evas consistently behave in an animal-like manner. They show formidable savagery, and circle fallen enemies in the air in a manner similar to vultures before descending to tear the Eva apart. Each MP Eva contains an internal S^2 Engine, which grants them complete mobility (being freed from the umbilical cable) and no operational time limit.

Mass Produced Evangelion Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel	SR
50	50	40	40	50	20	40	10	20	60

Mass Produced Evangelion Body

Location	% to Hit	AP	Wounds
Head	01-10	5	6
R. Arm	11-20	5	8
L. Arm	21-30	5	8
Body	41-70	7	13
R. Leg	71-85	5	8
L. Leg	86-00	5	8

Movement: 10/20/30/40

Skills: Acrobatics (Ag), Awareness (Per), Dodge (Ag)

Talents: Double Team, Quick Draw, Swift Attack, Synchronize Group, Cannibalize, Ravenous, Rip and Tear, Drop Trained, Target Acquisition

Traits: Dark Sight, Flyer (5), From Beyond, False Lance*, Natural Weapon (Bite), Regeneration, We'll be Back**, Terrifying Visage***, S2 Organ****, Dummy Plug*****

*False Lance: The double bladed weapons that the Mass-Produced Evangelions carry may, as a half action, be shifted into an imperfect copy of the Lance of Longinus. While in this form, they ''lose'' their Great Weapon and, instead, gain a weapon of the following statline: False Lance (1d10+8 R; Pen 8; Breach +10; Throwing, Tearing). The False Lance may be shifted back into Great Weapon form as a Half Action.

**We'll Be Back: All Mass Produced Evangelions have a fate point to spend and burn as if they were Angels.

***Terrifying Visage: Witnessing the entirety of the Eva Series in action is extremely disturbing, and all who see the group must roll an Angelic Fear (4) Test.

****S2 Organ: The Mass-Production Evangelions are each equipped with an S2 Organ. While a sad facsimile of the amazing engine that fuels Angels and enables their unbelievable abilities, this reproduction is undeniably effective. The Mass-Production Evangelions do not require an Umbilical Cable and never run out of power. In addition, when using the Group Synch Talent all Mass-Production Evangelions add their total ATS to the initiator's.

*****Dummy Plug: The Mass-Production Evangelions are driven on unceasingly by the perfect intelligence of a Dummy Plug. They are immune to all mind-influencing abilities, any damage to Ego Barrier, and never experience Feedback or Synch Disruption. Likewise, however, the beast within has been fully bidden and may never break free of its bondage. The Mass-Production Evas may never become Berserk.

A.T. Field Powers: Accelerated Territory, Bunker Field, Deflective Field, Float, Neutralize, Anti-AT Field, Tree of Life*

*Tree of Life (Unique AT Power)
ATP Cost: 50
Activation: Full Action, Maintain Full, All Foes Defeated
Range: Sky-Filling
Effect: Third Impact Initiation, as per 'End of Evangelion'. Initiation requires an S2 Organ and the use of Synchronize Group to synchronize all Mass-Production Evas in the group. (This is meant solely to remind the GM of what the Mass-Produced Evangelions are capable of should they reign triumphant.)

Weapons: Great Weapon – Melee; 2d10+6 R; Pen 2; Breach +2; Unbalanced
 Bite – Melee; 1d10+4 R; Pen 0; Breach 0

Using Mass Produced Evangelions:

In the series, the MP Evas are controlled directly by Seele using Dummy Plugs based on Kaworu Nagisa, and are the final attack by Seele on Nerv. Accordingly, they should only be used if Seele has become the enemy, or they are somehow stolen.

The Mass Produced Evangelion fight should be the capstone to a campaign. Given their tenacity and superior numbers, any fight with them can easily become a Total Party Kill. Under no circumstances should they be encountered early in the campaign, as the player's possession of a False Lance can be extremely unbalancing and the idea of a player passing up the chance to gain one is unthinkable.
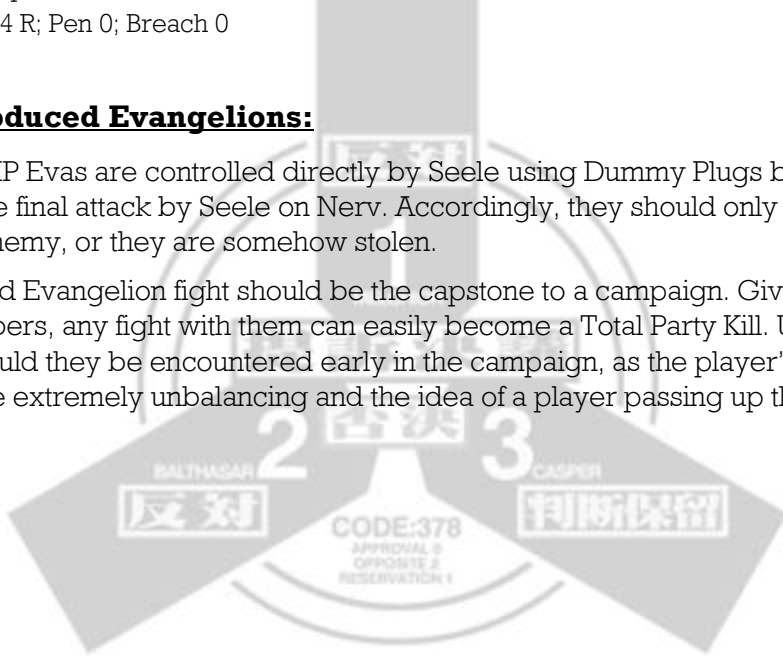
Genesis

▶ **Creating New Angels**

Genesis

CREATING NEW ANGELS

Each Angel that the players fight is an entirely new and dangerous opponent. While many Angels share certain similarities, these often prove to be superficial as the Angel demonstrates abilities or tactics that are dramatically different from previously faced opponents. While information on the Angels and other enemies from the series are provided in the previous sections, it would be a poor game to play if they represented the only pool of enemies to fight. To supplement the original enemies, or even to replace them entirely, GMs of Adeptus Evangelion are encouraged to create their own Angels, either using the following random generation system, or choosing to make their own from scratch.

Sin From Genesis

The Angel Creation process is in many ways similar to creating a character, and for many it is just as fun as the resulting Angel is a powerful and unique individual. When creating a new Angel, GMs are encouraged to make use of the record sheet provided. For reference, Angel Generation is broken down into the following steps:

Order

First to be assigned is their Order. An Angel's Order represents their general strategy. Warrior Angels attempt to overpower the Evangelions through sheer might. Smiting Angels bring down their wrath from afar, using distance as their strongest defense. The stranger Messenger Angels attack the Pilot of the Eva directly, threatening their mind and soul as much as their life.

Choir

With their primary attack method established, an Angel defines its complementary abilities by the three Angel Choirs. It's Choir makes the Angel truly unique and makes up a considerable portion of its power. Guardian Angels are amazingly resilient and difficult to put down. Guiding Angels exploit their uncanny talent to manipulate the A.T. Field in ways thought impossible. The rare Ruling Angels can create other smaller Angels as extensions of their own bodies.

Physical Form

The Angel's Body Type, Size and Characteristics are accounted for. This will detail the difficulty to land a strike on them, their wound totals, their available modes of transportation, and several other minutiae besides the obvious Characteristics they require.

Attacks & Special Abilities

The Angel's truly special and unique capabilities come next. Their Angelic Weapons range in variety from powerful lasers that never fail to deal critical damage to auras that cause your pilots to go mad. The Special Ability of an Angel is a singular and preeminent power derived from their Choir, and often their most notable defining trait.

Optimization

With the base template for the Angel already set, the strengths and weaknesses of the Angel can be modified by the GM through the use of CR Points. Here, while the randomness of the rest of generation can provide inspiration, the GM must see to it that the Angel becomes an adversary worthy of the player's attention.

Finishing Touches

Finally, a series of tables to help you give the Angel an appropriate bizarre look along with a suitable symbolic name are included.

The Unofficial Step

While not listed above, there is an Unofficial Step to creating Angels in Adeptus Evangelion, and that is deciding how difficult you want the fight to be.

In many ways, this can be covered by the CR points mechanic present in the Optimization section. However, the following 'quick fixes' can be used to ensure that an Angel is going to be weaker or tougher, even without changing the amount of CR available or how it is used. These suggestions are organized by difficulty: Easy, Average or Hard.

Easy – Easy Angels are simple creatures that, while dangerous, lack the power and resourcefulness of the common Angel. You may want to create an Easy Angel for the first fight in a campaign that has many inexperienced players, or an especially small number of pilots. Later in the campaign, you may decide to throw the players a bone after a hard battle to give them a chance to recuperate surplus, or because not all players will be able to attend a session. To create an Easy Angel, omit the Choir step, and any ability assigned by Choir. In addition, all rolls to assign Characteristics to this Angel are rolled at a -10.

Average – Average Angels are what you would produce from the system normally. No more, no less. That's why we call them *Average*, you dolt.

Hard – Hard Angels are certain to give your players a run for their money no matter what they are equipped with, and all it takes is a single extra Trait. You may want to create a Hard Angel because your players are getting cocky, because you want to do some real damage, or just because you are having a bad day. To create a Hard Angel, have it start with the Superior Action trait. This does not make its attacks pack any more punch, but it does give it more ability to act every round. This opens up new tactics, and allows it to potentially smack around the players more than once per turn. Be warned, however, that if your Angel already has Celerity you may have bitten off more than you can chew. Never underestimate the power of extra actions. In addition, all rolls to assign Characteristics to this Angel are rolled at a +10.

Order

The Order of an Angel forms the foundation for its theme and abilities. With its own inherent predispositions toward certain strengths and weaknesses, the Order lends itself to creating a coherent theme that would rarely arise naturally for purely random generation of abilities.

To determine the Order of an Angel, roll 1d100 and consult the following chart.

Roll Result	Order
01-35	Warrior Angel
36-70	Smiting Angel
71-00	Messenger Angel

Warrior Angel: The Angel is a beast built for simple, brutal domination through combat. This does not mean that it can not or even should not have interesting special abilities, but at the end of the day these abilities exist to enable it to better stomp the Evas into the dirt.

Smiting Angel: The Angel is designed to avoid direct confrontation, and instead fights from afar. This Order of Angel often possesses powerful or debilitating ranged attacks, and if caught in close combat is at a massive disadvantage. As such, Smiting Angels often have to be played with a bit more intelligence if you want to avoid them falling to simple tactics.

Messenger Angel: The Angel, regardless of their strength in more conventional combat, is built to take advantage of the piloted nature of the Evangelion. This could involve weakening or even severing the connection between pilot and machine, or by attempting to corrupt, poison, or inflict massive trauma on the pilot itself.

Regardless of what Order the Angel is, they automatically start with the 'Angel' trait, as well as the 'Angelic Senses' trait with a range equal to their Perception Bonus * 10 in dam.

Choir

The Choir of an Angel exists to provide a secondary defining characteristic to the Order, creating both stronger Angels and more variety. The Choir of an Angel also has a massive impact on the Special Abilities available to that Angel. In a way, while the Order of an Angel defines its strengths and tactics, the Choir of an Angel is what makes it more than a normal fight.

Not all Orders of Angel have the same chance of beings assigned to a given Choir. Find the listing of your determined Order below, and roll 1d100 to determine it's Choir.

Roll Result	Warrior Angel	Smiting Angel	Messenger Angel
Guardian Angel	01-75	01-35	01-50
Guiding Angel	76-95	36-90	51-95
Ruling Angel	96-00	91-00	96-00

Guardian Angel: Guardian Angels make themselves memorable through incredible defenses, forcing the players to adapt their plans and tactics to overcome it or be defeated.

Guiding Angel: Guiding Angels make themselves memorable through awesome displays of the power of their AT field, creating effects that change the battlefield in ways players could never hope to match.

Ruling Angel: Rarest of all, the Ruling Angels make themselves memorable by taking away the strongest advantage of the Evas: their numerical superiority. By creating legions of drones to fight for them, they seek to defeat the Evas through sheer weight of numbers.
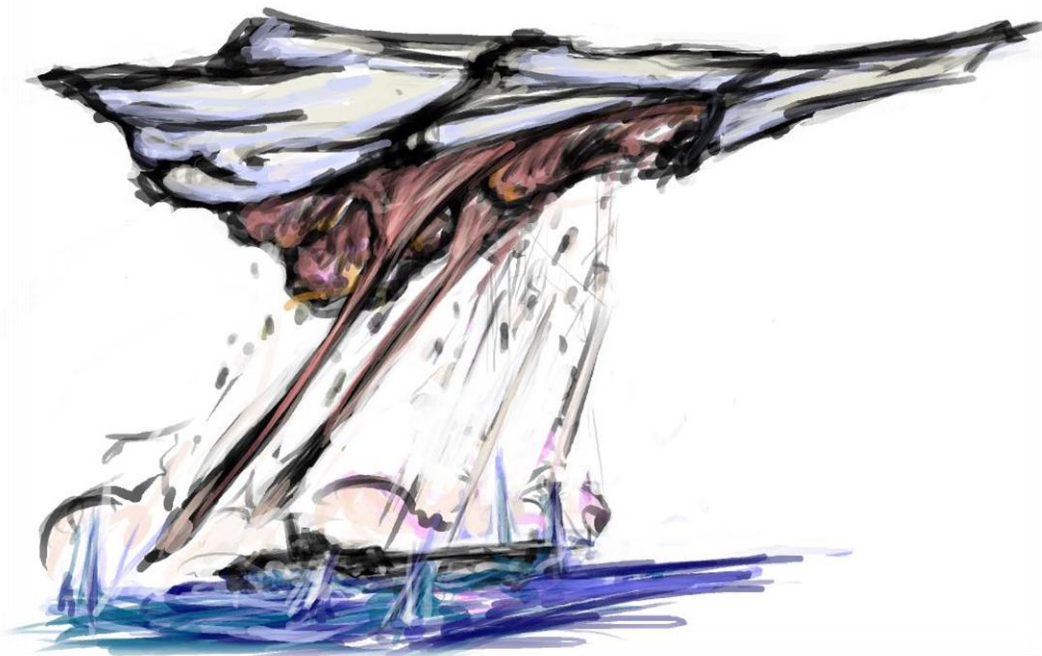
Physical Form

With the themes that will guide the Angel set in place, we move on to the creation of the Angel itself. This includes the basic form that the angel takes, the means by which is moves across the battlefield, and its Characteristics.

Body Type

The Body Type is what immediately comes to mind when thinking of an Angel's Physical Form, as it determines the physical composition and general shape of the Angel. The Body Type also has an impact on what Characteristics the Angel will be strong in.

To determine the Body Type of an Angel, roll 1d100 and find its listing on the chart under the Order of the Angel. The left of the chart will name the Body Type of the Angel, and the right of the chart will list the modifiers to final Characteristics under Adjustments. These Adjustments are applied to the Characteristics after they have been rolled, not to the percentiles rolls used to determine the Characteristics in the first place.

Body Type	Warrior Angel	Smiting Angel	Messenger Angel	Adjustments
Humanoid	01-30	01-15	01-25	+20 WS, +10 LS
Humanoid (Winged)	31-40	16-20	26-50	+10 WS, +20 LS
Bestial	41-55	21-30	51-65	+10 S, +10 T, +10 Ag
Bestial (Limbless)	56-70	31-35	66-70	+10 S, +20 T
Bestial (Flyer)	71-85	36-40	71-75	+10 T, +20 Ag
Artificial	86-95	41-70	76-90	+20 T, +10 LS
Artificial (Hoverer)	96-00	71-00	91-00	+20 BS, +10 LS

Once you have determined the Body Type, use the Profile for that Body Type provided below to set Body Locations, as well as the Wounds and Armor of those locations. When generating Wounds and Armor, roll all instances of the same profile at once (all entries of Wounds as TB+1d10 use the same roll result, all AP entries of 1d5 do the same, etc.).

Humanoid

Description: Humanoid Angels are the simplest, given that their determined form marks them as distinctly humanoid in shape, if not in mind or appearance.

Modifiers: Humanoid Angels have a 50% chance of the Hoverer Trait.

Locations	% To Hit	Wounds	AP
Head	01-10	TB	1d5+3
Right Arm	11-20	TB+1d5	1d5-1
Left Arm	21-30	TB+1d5	1d5-1
Core	31-40	TB+1d10	1d5+3
Body	41-70	TB*2+1d10	1d5+3
Right Leg	71-85	TB+1d5	1d5-1
Left Leg	86-00	TB+1d5	1d5-1

Humanoid (Winged)

Description: As Humanoid, but with the extra addition of wings. These wings need not be attached at the back or shoulder, but that is certainly the most iconic location.

Modifiers: Humanoid (Winged) Angels have the Flyer Trait

Locations	% To Hit	Wounds	AP
Head	01-10	TB	1d5+3
Right Arm	11-20	TB+1d5	1d5-1
Left Arm	21-30	TB+1d5	1d5-1
Core	31-40	TB+1d10	1d5+3
Body	41-70	TB*2+1d10	1d5+3
Right Leg	71-80	TB+1d5	1d5-1
Left Leg	81-90	TB+1d5	1d5-1
Wings (as Leg)	91-00	TB+1d10	1d5-1

Artificial

Description: Distinctly non-humanoid, the Angel is build out of non-organic materials. This could mean a body made of metal, glass, or rock.

Modifiers: Artificial Angels have a 50% chance of the Quadruped Trait.

Locations	% To Hit	Wounds	AP
Head	01-10	TB	1d5
Core	11-20	TB*2	1d5
Body	21-60	TB*3	1d5
Legs	61-00	TB+1d5	1d5

Artificial (Hoverer)

Description: As Artificial, but the Angel moves through the air without need of arms, legs or wings. A truly alien foe.

Modifiers: Artificial (Hoverer) Angels have the Hover Trait.

Locations	% To Hit	Wounds	AP
Core	01-05	TB+1d5	1d10
Body	06-00	TB*3+1d10	1d10

Bestial

Description: The Angel has a form not unlike a predatory animal, either visibly similar to something the players might recognize or a bizarre, but undeniably organic, beast.

Modifiers: Bestial Angels have the Quadruped Trait.

Locations	% To Hit	Wounds	AP
Head	01-20	TB*3+1d5	1d5-1
Front Legs	21-30	TB+1d5	1d5-3
Core	31-40	TB*2+1d5	1d5+1
Body	41-90	TB*3+1d5	1d5-1
Back Legs	91-00	TB+1d5	1d5-3

Bestial (Limbless)

Description: The Angel has a form not unlike a predatory worm or snake, lacking any kind of limb entirely.

Modifiers: Roll 1d10. Bestial (Limbless) Angels have either the Hoverer (on odds) or the Burrower (on evens) Trait.

Locations	% To Hit	Wounds	AP
Head	01-20	TB*2	1d10-2
Core	21-25	TB+1d5	1d10-2
Body	76-00	TB*3+1d10	1d10-2

Bestial (Flyer)

Description: The Angel has a form not unlike a predatory bird, possessing both wings and legs almost certainly tipped in talons.

Modifiers: Bestial (Flyer) Angels have the Flyer Trait.

Locations	% To Hit	Wounds	AP
Head	01-10	TB	1d5-2
Wings (as Leg)	11-30	TB+1d10	1d5-2
Core	31-40	TB+1d5	1d5+2
Body	41-70	TB*2+1d10	1d5+2
Legs	71-00	TB	1d5-2

"When in Rome…"

Angels have their own agenda, and do not always make things so convenient as to attack the Base of Operations directly, or in person. On occasion, you may encounter Angels that exist in exotic locations, or move around through exotic means. Often, these two will go hand in hand.

Angels that you intend the pilots to encounter at Sea should be able to swim at a speed equal to their normal land speed with ease, for example. Such Angels would also likely be better suited than the Evas for deep Sea pressure. Angels designed for a fight in magma would similarly be expected to swim, must be intended to survive much higher pressure, and are almost certainly immune to such mundane heat as being set on fire.

In addition to the fairly simple swim, two new exotic means of movement are presented here:

Blinking: The Angel can move between points in space directly, ignoring intervening distance. However, they either cannot or will not use this very often, and only for relatively short ''jumps''. Once every 1d5 rounds the Angel may, as a Reaction Action, move up to 1d10*10 dam in a direction of its choice.

Teleporting: As Blinking: but the Angel is designed to cover more distance, though it takes more power to do so. Once every 1d5+5 rounds the Angel may, as a Reaction Action, move up to 1d10*100 dam in a direction of its choice.

Size

The Size of the Angel is just that: how big is it in comparison to an Evangelion. This is not just for descriptive terms, as larger Angels are tougher while smaller Angels are harder to hit. Roll 1d100, and consult the following chart under the Order of the Angel. Each Size also has listed Adjustments and Effects, including a modifier applied to the wound pool of each Body Location on the Angel during character creation and a modifier applied to all WS or BS tests to hit this Angel during combat. Unlike in Dark Heresy, Size does not affect the Angel's movement or ability to hide.

Size	Warrior Angel	Smiting Angel	Messenger Angel	Adjustments and Effects
Minuscule	---	---	01-10	-30 to hit, -5 Wounds
Puny	---	01-15	11-25	-20 to hit, -3 Wounds
Scrawny	01-20	16-30	26-40	-10 to hit, -1 Wounds
Average	21-70	31-65	41-80	No changes
Hulking	71-80	66-75	81-00	+10 to hit, +1 Wounds
Enormous	81-90	76-95	---	+20 to hit, +3 Wounds
Massive	91-00	96-00	---	+30 to hit, +5 Wounds

Characteristics

The Characteristics of an Angel function much the same as that of a pilot or an Eva: they represent the natural ability of the Angel in the field covered by each Characteristic. There are, however, a number of differences to keep in mind:

Angels have a Characteristic called ''Light of the Soul'' (or LS for short) in place of SR.

Angels are proficient in a number of skills of their choice equal to their Intelligence Bonus.

Angels naturally have the Angelic Senses Trait, with a range equal to their Perception Bonus.

Angels naturally know a number of AT Powers equal to their Willpower Bonus, selected from those available with the Manipulation 1 and Manipulation 2 talents. They must always know at least one Spread Pattern AT Power.

Angels have a Fear Rating equal to their Fellowship Bonus.

For each Characteristic, roll 1d100 under the relevant Order to determine a value, and then apply any Characteristic modifiers that may exist to that value.

Warrior Angel Characteristics

Value	WS	BS	S	T	Ag	Int	Per	WP	Fel	LS
10	--	01-35	--	--	--	01-40	01-40	01-20	01-45	--
20	--	36-50	--	--	--	41-75	41-85	21-50	46-95	--
30	01-25	51-75	01-50	01-45	01-30	76-90	85-95	51-85	96-00	--
40	26-40	76-90	51-80	46-90	31-90	91-00	96-00	86-00	--	--
50	41-80	91-00	81-00	91-00	91-00	--	--	--	--	01-10
60	81-95	--	--	--	--	--	--	--	--	11-20
70	96-00	--	--	--	--	--	--	--	--	21-40
80	--	--	--	--	--	--	--	--	--	41-55
90	--	--	--	--	--	--	--	--	--	56-70
100	--	--	--	--	--	--	--	--	--	71-85
100+(1d5*10)	--	--	--	--	--	--	--	--	--	86-95
100+(1d10*10)	--	--	--	--	--	--	--	--	--	96-00

Smiting Angel Characteristics

Value	WS	BS	S	T	Ag	Int	Per	WP	Fel	LS
10	01-20	--	01-25	--	01-25	--	--	01-35	01-50	--
20	21-30	--	26-50	01-15	26-50	01-30	--	36-70	51-00	--
30	31-55	01-10	51-95	16-40	51-90	31-70	--	71-00	--	--
40	56-90	11-30	96-00	41-80	91-00	71-90	01-35	--	--	--
50	91-00	31-80	--	86-00	--	91-00	36-75	--	--	--
60	--	81-90	--	--	--	--	76-00	--	--	01-10
70	--	91-00	--	--	--	--	--	--	--	11-25
80	--	--	--	--	--	--	--	--	--	26-40
90	--	--	--	--	--	--	--	--	--	41-60
100	--	--	--	--	--	--	--	--	--	61-80
100+(1d5*10)	--	--	--	--	--	--	--	--	--	81-95
100+(1d10*10)	--	--	--	--	--	--	--	--	--	96-00

Value	WS	BS	S	T	Ag	Int	Per	WP	Fel	LS
10	--	--	01-10	01-10	--	01-05	--	--	01-25	--
20	01-10	01-05	11-20	11-20	01-15	06-10	01-10	--	26-80	--
30	11-30	06-35	21-70	21-60	16-40	11-60	11-30	01-10	81-00	--
40	31-70	36-70	71-90	61-95	41-80	61-80	31-70	11-70	--	--
50	71-90	76-95	91-00	96-00	81-00	81-00	71-90	71-00	--	--
60	91-00	96-00	--	--	--	--	91-00	--	--	--
70	--	--	--	--	--	--	--	--	--	01-30
80	--	--	--	--	--	--	--	--	--	31-45
90	--	--	--	--	--	--	--	--	--	46-60
100	--	--	--	--	--	--	--	--	--	61-75
100+(1d5*10)	--	--	--	--	--	--	--	--	--	76-90
100+(1d10*10)	--	--	--	--	--	--	--	--	--	91-00

Attacks & Special Abilities

Attacks

These represent the basic attacks available to the Angel. If the Angel has a WS higher than its BS, it gets a free Melee attack as an Angelic Weapon. If the Angel has a BS higher than its WS, it gets a free Ranged attack as an Angelic Weapon. If both WS and BS are equal, or both WS and BS are above 40, gain one of each.

Melee Attacks

Melee attacks are attacks that may only be used in close range. First, roll 1d100 to determine the kind of Melee Attack the Angel possesses. Once an attack has been selected, randomly determine its Damage Type (and Penetration if required, as noted by parentheses).

Attacks with a Quality of Unique(x) attack in a special way unique to Angels. Find the listing for that attack name under the Unique Qualities listed directly below the table.

Roll Result	Attack Name	Damage	Type	Penetration	Qualities
01-25	Arm Ram	1d10+(SB*2)	1d2 I/E	(1d10)	None
26-50	Whip	1d10+SB	1d5 I/I/R/R/E	SB*2	Flexible
51-75	Claw/Bite/Gore	1d10+SB	R	(1d5)	Tearing
76-85	Breath	1d10	1d2 E/X	All	Unique(Breath)
86-90	Sanguine	None	None	None	Unique(Sanguine)
91-95	Contact	None	None	None	Unique(Contact)
96-00	Field	None	None	None	Unique(Field)

Unique Qualities

Breath: Full Action. Everything within a 10 dam cone in front of the Angel must Test Dodge as a Reaction or take damage that ignores TB and AP and suffer the weapon's effect.

Sanguine: Anytime the Angel is dealt damage, all within melee range must test Agility or suffer the weapon's effect.

Contact: Touching or being touched by the Angel will provoke a Toughness Test to not suffer the weapon's effect. Prolonged contact such as a grapple means you must Test every round.

Field: All within 20 dam must Test SR at the beginning of the Angel's turn or suffer the weapon's effect.

Ranged Attacks

Ranged attacks are attacks that may be used at a distance. First, roll 1d100 to determine the kind of Ranged Attack the Angel possesses. Once an attack has been selected, randomly determine its Damage and Penetration if required (as noted by parentheses).

Attacks with a Quality of Unique(x) attack in a special way unique to Angels. Find the listing for that attack name under the Unique Qualities listed directly below the table.

Roll Result	Attack Name	Range	RoF	Damage	Pen	Qualities
01-10	Spine Barrage	10 dam	S/-/-	1d10+(1d10) I	(1d5)	Scatter
11-30	Burst Shot	60 dam	S/-/-	2d10 X	(1d10)	Blast (1d5+3)
31-50	Precise Blast	Line of Sight	S/-/-	1d10+(1d5) X	(1d10)	Unique (Precise Blast)
51-65	Rapid Fire	120 dam	S/5/10	1d10 E	(1d10)	Unique (Rapid Fire)
66-80	Beam Array	80 dam	S/3/6	1d10+(1d5+1) E	(1d5+1)	Unique (Beam Array)
81-90	Large Beam	Line of Sight	S/-/-	3d10 E	(1d5+5)	Recharges
91-95	Localized Effect	Line of Sight	S/-/-	None	None	Unique(Localized Effect)
96-00	Area of Effect	25 dam	S/-/-	None	None	Unique(Area of Effect)

Unique Qualities

Precise Blast: This weapon deals an additional +2 damage per degree of success on the BS roll to a maximum of +10.

Rapid Fire: This weapon automatically confirms all Righteous Fury rolls.

Beam Array: This weapon can be fired at an area by taking a -10 penalty from semi auto or a

-20 penalty from full auto to attack every enemy within range, this deals collateral as a large area of effect weapon.

Localized Effect: Half Action. Choose one enemy. They suffer the weapon's effect, no test to hit required.

Area of Effect: Full Action. Choose a 10 dam sphere within range, all within suffer the weapon's effect unless they Test Dodge as a Reaction to jump out of the way.

Weapon Effects

All attacks, regardless of whether they are melee or ranged, apply a secondary effect to their attacks. These effects are determined randomly during Angel generation on the following charts. Most Angels (both Warrior and Smiting) roll on the Offensive Effect chart. Messenger Angels, on the other hand, roll on their own Messenger Effect chart. All weapon effects may occur only once per turn to the same target even if they've been struck multiple times (except for Antimatter).

Offensive Effects

Roll Result	Offensive Effect	Description
01-15	Biotoxin	The affected unit becomes blind and deaf for 1d5 rounds.
16-25	A.T. Leech	The affected unit loses 1d5 ATS which are added to the Angel's, this effect lasts one round.
26-40	Pushing	The affected unit is thrown back 1d10+5 dam and must test Agility or be knocked prone and suffer falling damage for the distance thrown.
41-50	Noxious	As Toxic, but testing the Eva's Toughness to avoid taking damage to the same limb. Reroll if the weapon is not one that deals damage.
51-60	Shocking	As the quality of the same name from Dark Heresy. Reroll if the weapon is not one that deals damage.
61-65	Brutal	The affected limb automatically takes 1d5 Critical Damage that may not RF.
66-70	Paralyzing	The affected limb is useless for 1 round, on a hit to the head or body the Eva is stunned for 1 round instead.
71-75	Freezing	The affected unit loses 2d10 Agility for the remainder of the battle.
76-85	Crushing	The affected target is dealt 2d10 I damage unless it is protected by a Deflection of 1 or greater. Equipment being carried by Evas is not protected and a Called Shot may be used to destroy such objects.
86-90	Absorbing	The Angel regains 1d5 Wounds distributed in any way amongst its locations after successfully dealing damage, even if the total damage inflicted was less. Reroll if the weapon is not one that deals damage.
91-00	Antimatter	This weapon ignores enemy TB for the purposes of damage reduction. Reroll if the weapon is not one that deals damage.

Messenger Effects

Roll Result	Messenger Effect	Description
01-15	Sadistic	The affected pilot gains 1d10 Insanity and a -10 penalty to all tests for 1 round.
16-30	Hallucinogen	The affected pilot gains 1d5 Insanity, then must test Willpower or suffer the effects of a Hallucinogenic Grenade.
31-35	Synchrotoxin	The affected pilot loses 1d5 Ego and the following Synch Disruption is negative.
36-40	Sympathetic Overload	The affected pilot loses 1d10 Ego and the following Synch Disruption is positive.
41-50	Disruptive Feedback	The affected pilot loses Ego the next time he or she uses or maintains an AT Power equal to the ATP spent on it.
51-60	Provoke	The affected pilot must test Willpower or lose 2d10 Ego and the unit Berserks.
61-65	Terrorizing	The affected pilot must test Fear at the Angel's Fear rating.
66-80	Mindscan	The affected pilot is stunned for 1 round and must test Willpower or gain 1d10 Insanity.
81-90	Infect	The affected pilot loses 1d10 Ego, should this attack defeat the Evangelion or reduce the pilot's Ego to 0, the Evangelion comes under the Angel's control until the Angel is destroyed.
91-00	Erosion	The Angel may deal Ego Barrier damage instead of the weapon's normal damage after applying damage reduction. Reroll if the weapon is not one that deals damage.

''Director of Operations, personal log. The 11th Angel has been destroyed, cleanup crews are… there is nothing left. Evangelion Unit 06, after infestation, went on a rampage and dealt massive damage to units 00 and 02. It was preparing to infest Unit 02 when it… when it exploded. Our connection to Unit 06 was not clear, but we do know that there was still a lifesign within the entry plug at that time. While there is no way to confirm it, the official statement is that the 6th Chi… that Hikari activated her Evangelion's self-destruct manually. It softens the blow, if only a little, to think of it as a sacrifice she chose to make. Obviously, Raj is devastated. We know they were close. I am assigning him to a counselor for the next few weeks. We already lost one pilot today, we can't afford to lose another. Doctor Chandrahan tells me that it is unknown how Evangelion Unit 06 became contaminated with Angelic material, but sabotage is a possibility. I don't even want to think about that right now. ''

Choir Abilities

These are the special abilities granted to the Angel by its designated Choir, and exist to round out and strengthen the Angel as well as define its core strategy. Roll once on the ability chart for Angel's Choir.

In addition, each Choir grants a bonus trait automatically, listed ahead of the chart.

Guardian

Guardian Angels may ignore the first instance of Critical Damage they would receive in a session, instead counting as having 0 wounds and no Critical Damage on that body location, regardless of damage rolled.

Roll Result	Guardian Ability	Guardian Ability Effect
01-15	Exoskeleton	The Angel gains +6 AP (All)
16-30	Resilient Frame	The Angel gains +20 Toughness and may Test Toughness as a Reaction Action to negate any single attack regardless of multiple hits or other special abilities.
31-35	Behemoth	The Angel gains an additional +10 Wounds to all Locations.
36-40	Probability Shell	All attacks against the Angel must roll to hit 2 times and take the worse result.
41-50	Amorphous	As the Amorphous Trait from Dark Heresy, the Angel retains its original look but has a single Location (Body) with double the amount of Wounds as it previously had, it lacks a Core and now must be destroyed in its entirety.
51-60	Orbital	The Angel resides in orbit now, and its size is now Massive. It gains an extra ranged attack, in addition to what other attacks it would roll, which has the Longshot quality.
61-70	Swarm	The Angel splits into many, smaller creatures and now has a single Location (Body). Any attack from a weapon that does not either have the Blast, Flame, Scatter or other area of effect quality halves its rolled damage. The Angel cannot be grappled, knocked down or pinned. As it lacks a Core, it now must be destroyed in its entirety.
71-85	Aberrant Core	The Angel's Core is impervious to normal weaponry, only offensive A.T. Field Powers or attacks enhanced by A.T. Field Powers may harm the Core.
86-90	Backup Core	Once the Angel's Core has been destroyed, it may burn a fate point to reveal a new Core at its maximum wounds value.
91-00	Implacable Champion	The Angel has an additional Fate Point.

Guiding

Guiding Angels get the ''Heavenly'' Trait automatically, and +10 LS.

Roll Result	Guiding Ability	Guiding Ability Effect
01-25	Angel's Cross	The Angel gains the Cross Blast and Rising Cross A.T. Field Powers.
26-30	God's Thunder	The Angel gains a +20 Bonus to its BS and the Positron Beam A.T. Field Power.
31-35	Bad Apple	The Angel gains the Gravity Bomb and Gravity Territory A.T. Field Powers.
36-40	Trickster	The Angel gains the Stealth Field and Mirror Image A.T. Field Powers.
41-50	Psychic Power	The Angel gains the Mind Probe and Kinetic Jolt A.T. Field Powers.
51-55	Serpentine Guile	The Angel gains the Power Surge and Oversynch A.T. Field Powers.
56-60	Dreadful Presence	The Angel gains a +10 Bonus to its Fellowship and the Nightmare A.T. Field Power.
61-70	Speed Demon	The Angel gains the Accelerated Territory and Friction Flood A.T. Field Powers.
71-80	Walking Fortress	The Angel gains the Bunker Field and Repulsion A.T. Field Powers.
81-90	Armored Bomber	The Angel gains the Layered Field and Rutherford Chain A.T. Field Powers.
91-00	Quantum Encroachment	The Angel gains the Absolute Terror A.T. Power.

Ruling

Ruling Angels get the ''Angelspawn'' Trait.

Roll Result	Ruling Ability	Ruling Ability Effect
01-10	Spawn Legions	The Angelspawn come in P-Scale size hordes. They gain the Swarm trait and cannot harm Evangelions, but automatically deal 1 Collateral Damage every round they are in a developed area.
11-20	Self-Destructing	The Angelspawn have a deadly, suicidal attack (2d10+5 X, pen 5 Blast (5)) that they may use like any other natural weapon.
21-25	Sum of its Parts	The Angel may use Sacrifice to redirect damage at one Angelspawn instead of an Arm or other such limb.
26-30	Biomass Recovery	For each Angelspawn that is killed, the Angel recovers 1d5 Wounds.
31-45	Hivemind	The Angel and Angelspawn gain a bonus of +10 to all their Tests for each one other that is alive and within 100 dam, to a max of +30.
46-60	Focused Offensive	When the Angel and Angelspawn are attacking the same enemy, the target halves their Characteristic Scores for the purpose of Reaction Tests.
61-70	Radiant Spirit	The Angelspawn gain the benefit of the LS table.
71-80	Assaulter	Generate an Attack like that of an Angel, treating the Angel's Career as if it were the Angelspawn's.
81-90	Titanic Spawn	Reroll the Angelspawn's Characteristics like that of an Angel, treating the Angel's Career as if it were the Angelspawn's.
91-00	Ascension	The Angelspawn gain a Special Ability, roll 1d5. On a roll of 1,2 or 3 they're Guardian Angels, on a roll of 4 or 5 they are Guiding Angels.

Optimization

The previous random generation rules, while effective at creating an Angel you likely would not have created on your own, do suffer for their randomness. It is entirely possible to roll an Angel that has no coherent strategy, no synergy to its powers to make it effective nor any theme to make it interesting to fight.

That is where CR points come in.

CR is a resource available to GMs that they may use to enhance the Angel encounter. The number of CR points available for a given Angel is equal to the number of PCs (OD included) above 4, added to the highest rank in the party-1. So a 4 person party at rank 3 will give their Angels a CR of 2, and a 6 person party at rank 4 will give their Angels a CR of 5.

You may spend these CR points to purchase any of the abilities from the following tables. No matter what you spend a given CR on, however, the Angel gains a +10 bonus per CR available to LS, as well as +3 wounds on each Body Location.

CR Abilities

Talents		
Talent Name	**Cost**	**Effect**
Blocker	1 CR	As the Sacrifice Talent.
Reaver	1 CR	As the Rip and Tear Talent.
Skillful	1 CR	As the Hatred (Evangelions) and Blademaster Talents.
Speedster	1 CR	As the Lightning Reflexes, Sprint and Hard Target Talents.
Ninja	1 CR	As the Assassin Strike Talent.
Beatdown	1 CR	As the Crushing Blow and Takedown Talents.
Sniper	1 CR	As the Marksman, Crack Shot and Mighty Shot Talents.
Pinpoint	1 CR	As the Precise Strike and Sharpshooter Talents.
Relentless	1 CR	As the Iron Jaw Talent.
Ace	2 CR	As the Gravity Kick, Drop Trained and Leap Up Talents.
Aggressor	2 CR	As the Lightning Attack Talent.
Defensive	2 CR	As the Combat Master and Step Aside Talents.
Riposter	2 CR	As the Counter-Attack and Wall of Steel Talents.

Traits (Angelic Weapons)

Trait Name	Cost	Effect
Precise	1 CR	As the Precision (Melee or Basic) Talents, counting any ranged Angelic Weapon as Basic. May be taken multiple times.
Rapid Shooter	1 CR	May fire in Semi-Auto as a Half Action and make a Single Shot as part of a Full Movement action.
Multiple Weapons	1 CR	The Angel gains an additional Weapon and may use the multiple attack action with them at no penalty. May be taken multiple times.
Rush	1 CR	May use Full Attack actions as part of a Charge Attack.

Traits (Fate Burn)

Trait Name	Cost	Effect
Detonation	1 CR	After burning a Fate Point to evade an attack the Angel may, as a Free Action, instead self-destruct it's Core with an explosion that has the magnitude of an N2 Mine. This kills the Angel.
Zeal	1 CR	After burning a Fate Point to evade an attack the Angel may, as a Free Action, enter a Berserk state that gives them a +20 to all Tests and renders them immune to Stunning.
Radiance	1 CR	After burning a Fate Point to evade an attack the Angel may, as a Free Action, enter a Berserk state that grants them the Unnatural Characteristic (LS) Trait, doubling it for the purposes of calculating ATS and ATP. However its ATS and ATP no longer refresh at the beginning of every turn. When its ATS reaches 0, it dies.

Traits (Characteristics)

Trait Name	Cost	Effect
Phrenic	1 CR	Increase the Angel's Intelligence, Perception, Willpower and Fellowship by 10. May be taken multiple times.
Incarnate	1 CR	Increase the Angel's WS, BS, Strength, Toughness or Agility by 20. May be taken multiple times.
Godly	2 CR	Increase the Angel's LS by 50. May be taken multiple times.

Traits (A.T. Field)

Trait Name	Cost	Effect
A.T. Prodigy	1 CR	As the Kingdom of One talent. May be taken multiple times.
Retaliating	1 CR	On a successful Deflection by the Angel, the Attacker must Test Synch Ratio or have his attack reflected back at him on the equivalent Body Location (treat Core as Body).
Osmose	1 CR	On a successful Deflection by the Angel, it recovers 2 Wounds distributed as it wishes among its areas.
Explosive	1 CR	On a successful Deflection by the Angel, the damage dissipates into the battlefield adding 1 point of Collateral Damage to the pool.
A.T. Erudite	1 CR	Gain a new AT Power from any Manipulation Talent. This may be taken multiple times.
Harmful	2 CR	When neutralizing the Angel, the Evangelion takes a -10 penalty to all Tests for each point of ATS neutralized, until he or she stops Neutralizing.
Eroding	2 CR	When neutralizing the Angel, the Pilot suffers 1 point of Ego Barrier damage for each point of ATS neutralized, and every round thereafter in which he maintains neutralization.
Dual Field	2 CR	May spread any two Spread Patterns, using both at full Power for their respective abilities, using the highest Deflection of the two.
Providence	2 CR	Learn any one Angelic AT Power of your choice. This may be taken multiple times

Traits (Specializations)

Trait Name	Cost	Effect
Multitasker	2 CR	Choose a new Choir, gain its associated Trait, and roll a new ability from it as normal.
The Specialist	1 CR	Choose any one Special Ability available from your Choir. You gain that ability in addition to what you already rolled. May be taken multiple times.
Hard to Kill	2 CR	As the Stuff of Nightmares trait.
Swarm	1 CR	As the Swarm Trait.

Encounter Circumstances (Angelic)

Trait Name	Cost	Effect
Teleporting	1 CR	The Angel has either the Blinking or Teleporting Trait (50% chance of either) and always avoids Defense Lines.
Double Fake	1 CR	The 'Angel' is actually a decoy, and after burning a Fate Point the real body shows up, one defensive step closer to the base.
Hostile Environ	1 CR	The Angel lies in a hazardous, difficult to reach spot (under magma, in a Dirac sea, at the bottom of the sea floor) and is very happy doing its thing from there, either attempting to reach the Geofront from there, striking from a distance, or doing hit and run attacks.
Red Herring	1 CR	The base receives a new pilot and Evangelion. They are rather friendly, if suspicious, but their stay is a short one as during the very next Angel attack the Angel's first move kills them in one shot. All pilots automatically fail the Fear test that follows.
Unreasonable Demands	1 CR	A superior from Nerv, the UN, or somewhere else has made it clear they want the Angel's Core to be captured intact. Failure to do so will forfeit any Research and Surplus that could be gained from the battle and the PCs will be reprimanded and punished for their incompetence.
Blackout	1 CR	Power is out and Support Structures do not work at all. Skip the Defense Line.
Escort Mission	1 CR	The Angel has a target other than Nerv, and it is critical that the Angel is not allowed to reach it. This can be anything from an Evangelion in transport to the Lance of Longinus.
Assassin	2 CR	The Angel is intelligent enough to know that an Evangelion's head is its most vulnerable spot and that the entry plug is where its controller lies. Any time it would hit the body of the Eva, it instead hits the head, and any ejected Entry Plugs on the field are automatically destroyed, killing the pilot within, if they are not moved to safety after 3 rounds.
Harbinger of Tragedy	1 CR	The Angel's primary objective seems to be destroying the Base of Operations and any nearby settlements, causing as much loss of human life and destruction of assets in the form of collateral damage as possible. In any round where the Angel does not attack an Evangelion, it deals 4 Collateral Damage.
Not Now	2 CR	The Angel attacks on the very day after the last Angel was defeated. No Evas have been repaired since the previous fight.

Encounter Circumstances (External)

Trait Name	Cost	Effect
Adverse Weather	1 CR	It's a very bad time for an attack, one in which visibility is very difficult, such as an intense thunderstorm at night. Everyone is treated as if being in Darkness.
The Illness	1 CR	Almost everyone on base is sick. All the pilots must Test Toughness or start the session with a level of fatigue. The GM may choose one often used OD talent, it may not be used this session as critical staff called sick at the last minute, equipment turns out to be in poor state of repair, and none knows where the access codes were noted down.
Absent Pilot	1 CR	An Angel attack occurs when one or more pilots was about to go away on leave, after Security has them out of their eyes, and they must trek on their own to HQ. The pilot or pilots arrive in the middle of combat at a dramatically appropriate moment.
Unprofessional	1 CR	Two members of the bridge crew (or perhaps a bridge crew member and senior staff) were involved romantically. Key word ''were''. Despite their supposed professionalism and the severity of the situation, the rift makes coordinating defense difficult. Half Action OD Talents require Full Actions instead, Free Action OD Talents require Half Actions, Full Action OD Talents require two Full Actions instead.
Riot!	1 CR	The situation is bad out there and the police cannot keep them under control on their own. The usual entourage of UN professionals that drive the tanks and pilot the VTOLs you call for in your operations are busy keeping the populace in check and the OD lacks access to both Tanks and VTOLs for this mission.
Unfriendly Fire	1 CR	An Angel appears on the sovereign soil of a country politically belligerent towards the UN, and it looks like its going to take a while for it to get out of there. The Evangelions deploy, but under watch. If they are responsible for more than 10 Collateral Damage during the fight, the locals take it very badly. Local military forces attack the Evangelions, even mid battle! Extracting the Evas is not going to be easy...
Mismanagement	1 CR	Someone's spent way too much money on booze and hookers, and now the group's weapons are all in poor state. The Evangelions have half the usual amount of WUP for this battle.
Miscommunication	1 CR	The UN has been wrongly informed that your Evas have been defeated. An N2 mine will be dropped on the site of the battle after a number of rounds equal to the CR available to the Angel, unless it can be defeated before that time.
System Error	1 CR	The MAGI has been sabotaged and its readings are deliberately wrong. Lie to the OD about the information he should have gained from the MAGI analysis roll until he or she realizes something is wrong. After a successful Computer Use test, the error is fixed and the Magi Analysis chart may be used normally.

Banes

An enemy that is all strengths is no fun. Sometimes, what makes a battle interesting is the weakness of the enemy you have to exploit to win. Or maybe you just want to minmax your Angel for maximum effectiveness.

Banes also have a listed CR point value, but much like Drawbacks for players a Bane instead gives you that amount to spend in return for shouldering the burden of the Bane. It should be noted that many Banes are highly situational, and under normal circumstances might never reveal themselves in a fight. The GM should conspire to make the Bane relevant, or otherwise allow the science team to ''discover'' the Bane and relay that information to the players. To choose a Bane for the CR bonus, and then never have the Bane come into play, should be considered extremely poor form on the part of the GM.

Angelic Banes		
Trait Name	**Bonus**	**Effect**
Natural Senses	1 CR	The Angel lacks Angelic Senses and if the Angel's Head would be destroyed, they become Blinded and Deafened.
Sticks and Stones	1 CR	The Angel is more than prepared to face the full might of Evangelions, but missed the memo about being immune to their support. The Angel doubles final damage against itself (before TB and AP reduction) from Improvised Weapons, Pallet Rifles and Conventional Forces.
Flammable	1 CR	If the Angel catches on fire, it may not put out the flames and the fire deals an extra 1d10 damage.
Decohesion	1 CR	Whenever the Angel is Neutralized, its TB is considered to be 1 lower for every person neutralizing it. This does not reduce its wounds.
A.T. Sensitive	1 CR	This Angel may not use Deflection against attacks that are, or are enhanced by, AT Powers.
Hydraulic	1 CR	Whenever this angel takes Rending critical damage, it leaks motive fluids and must reduce its Agility by 1d10.
Grounded	1 CR	In any round where the Angel is hit by a Tesla weapon and takes damage, or is otherwise struck by a similarly powerful electrical charge, this Angel may only take Half Actions.
Hydrotoxic	1 CR	The Angel's body has a violent reaction to water. Partial contact such as a significant splash will remove all AP in that area for the rest of the encounter. Complete immersion or a repeated exposure will deal 1d10 R Damage to all affected areas that ignores TB and AP for every round of contact as the outer layers of its body are flayed apart or dissolved.
Weak Border	1 CR	The defensive capabilities of this Angel's AT field require more investment of effort than is typical and it has half the Deflection it should from its Spread Pattern.
Slowpoke	1 CR	The Angel has a significant charging and target acquisition time. All of its Ranged Attacks have the Recharge quality. Melee have the Unwieldy quality.

Achilles' Heel	1 CR	The Angel can be destroyed much more easily by feeding an Evangelion tactical data to abuse chinks on its armor. Choose a single Scholastic Lore or appropriate Intelligence based Skill (Such as Logic or Computer Use). By Testing that Skill as a Half Action, a Pilot's next single attack against Angel may ignore either TB or AP (their choice). An OD may test and, on a success, grant the benefits to one Pilot of their choice.
Protoform	1 CR	The Angel is at an early stage of its life. The Angel's Toughness and Synch Ratio are halved until it takes damage, at which point it assumes its real form.
Blind Plane	1 CR	The Angel's offensive capabilities are locked in a roughly planar arrangement: It cannot make attacks at anything located above or below 45 degrees from the horizontal.
Lilim Oblivious	1 CR	Unless something has an A.T. Field spread, the Angel won't use Reactions to stop any attacks made from it and will take damage unless it deflects passively.
Inferior Material	1 CR	This Angel's body is poorly suited to actual combat. The Angel treats its TB as a bonus to its Armor, and as such penetration works normally against it.
Single-Minded	1 CR	Once the Angel damages a target it will continue to attack that same enemy, calling its shots against that hit location until that area is destroyed. It will not attack a different target until it has accomplished this task or that target has left the battlefield.
Marking Time, Waiting for Death	1 CR	The Angel seems to just stand around at intervals before it is engaged, regarding its surroundings and even the Evas with childlike curiosity rather than malice. The Evas have an additional 1d5 rounds to prepare for the battle after deployment where the Angel will take no offensive action of any kind, unless the Angel is attacked before that period is over.
Neutral Field	1 CR	The Angel's AT Field does not generate a strong boundary around itself. It is capable of defending itself from attacks, but unless actively used does not register as being there. This Angel does not count as having an active AT Field for effects such as being an applicable target for AT Powers, AT Ping, or for the effect of an N2 Mine.

Finishing Touches

With its abilities thus determined, it's time to polish the Angel for its final presentation. Knowing what you know about its form and function; briefly summarize what it looks like. Remember that this likely looks nothing like anything they have ever seen before, and while the original series could simply show the audience the angel, you need to describe it if you want your players to have any memory of this opponent.

Any GM who is stumped for some physical, non-mechanical cosmetic traits for their Angel may roll on the following chart as many times as he wishes. Though, they should keep in mind that given the wide variety of Angel forms, there are many options available that simply will not be able to be applied to the Angel you generated. Even so, feel free to roll until you find something that feels right.

Angel Cosmetic Traits

Roll Result	Body Part	Description	Roll Result	Body Part	Description
1	Arms	Elbow spikes	43	Skin	Crystalline
2	Arms	Oversized limb	44	Teeth	Blunt
3	Arms	Stone-like forearms	45	Teeth	Fanged
4	Arms	Oddly proportioned	46	Teeth	Needle-like
5	Arms	Bizarre growths	47	Teeth	Split Jaw
6	Hands	Claws	48	Teeth	Metallic
7	Hands	Pincers	49	Other	Whip-like tongue
8	Hands	Suckered	50	Other	Eyestalks
9	Hands	Backwards fingers	51	Other	Vestiginal Wings
10	Digits	Abnormally long	52	Other	Vestiginal Limbs
12	Digits	Extra joints	53	Other	Inhuman Noises
13	Digits	No nails	54	Other	Uncomfortable Aura
14	Head	Animal-like	55	Other	Fungal/leafy growths
15	Head	Animate "hair"	56	Other	Incontrollable twitch
16	Head	Multiple faces	57	Other	Bleeding pores
17	Head	Extra eyes	58	Other	Androgynous
18	Eyes	Cyclopic	59	Other	External organ
19	Eyes	Fish-like	60	Other	Whistling umbilicus
20	Eyes	Cat-like	61	Other	No shadow
21	Eyes	Glowing	62	Other	Bony ridges
22	Eyes	Smoking	63	Other	Antennae
23	Face	Animal-like	64	Other	Incongruous footprints
24	Face	Insect Mandibles	65	Other	No reflection
25	Face	Strangely human	66	Other	Internal glow
26	Face	No features	67	Other	Smoking breath
27	Face	Angel-Skull Mask	68	Other	Exoskeleton
28	Legs	Backwards bending	69	Other	Softly Glowing Core
29	Legs	No feet	70	Other	Pulsing Core
30	Legs	Frog legs	71	Other	Oddly-Colored Core
31	Legs	Insect legs	72	Other	Chitinous plates
32	Build	Emaciated	73	Other	Split Limbs
33	Build	Hunchback	74	Other	Mandelbrot Biology
34	Build	Bloated	75	Other	Recursive Face
35	Skin	Loose	76	Other	Skeletal
36	Skin	Patterned	77	Other	Glowing
37	Skin	Liquid	78	Other	Absorbs Light
38	Skin	Slimy	79	Other	Asymmetrical
39	Skin	Strangely Colored	80	Other	Multidimensional
40	Skin	Translucent	81-90		Roll twice, ignore any result of 80 or higher.
41	Skin	Variable Color	91-00		Roll three times, ignore any result of 90 or higher.
42	Skin	Metallic			
43	Skin	Clay-like			

Finally, look over what abilities the Angel has at its disposal. See if you can determine or come up with a running theme for them. Then, consult the following list to give your Angel an appropriate name to render it deep enough for your campaign.

Aariel *Lion of God*

Abruel *Power of God*

Adireal *Magnificence of God*

Adoil *Hand of God*

Ahkraziel *Herald of God*

Ambriel *Angel of Communications*

Anauel *Angel of Prosperity*

Asmodel *Angel of Patience*

Barakiel *Angel of Good Fortune*

Barbiel *Lightening of God*

Camael *Angel of Joy*

Cassiel *Angel of Temperance*

Cathetel *Angel of the Garden*

Chamuel *Angel of Tolerance*

Charoum *Angel of Silence*

Colopatiron *Angel of Liberation*

Elemiah *Angel of Inward Journeys*

Forcas *Angel of Invisibility*

Forfax *Angel of Astronomy*

Galgaliel *Angel of Vibration*

Gazardiel *Angel of New Beginnings*

Germael *Majesty of God*

Gradhiel *Might of God*

Hamael *Angel of Dignity*

Hamaliel *Angel of Logic*

Harachel *Angel of Knowledge*

Hayyel *Angel of wild Animals*

Haziel *Vision of God*

Hodiel *Victory of God*

Hutriel *Rod of God*

Iadiel *Hand of God*

Iahhel *Angel of Meditation*

Israfil *Angel of Judgment Day*

Izra'il *Angel of Health*

Jamaerah *Angel of Manifestation*

Jehoel *Angel of Presence*

Jophiel *Angel of Enlightenment*

Kabaiel *Star of God*

Kafziel *Speed of God*

Kakabel *Angel of the Moon*

Kemuel *Assembly of God*

Kutiel *Angel of Water*

Makatiel *Plague of God*

Malchediel *Angel of Courage*

Metatron *Angel of Thought*

Muriel *Angel of Emotions*

Nemamiah *Angel of Just Causes*

Noriel *Fire of God*

Omniel *Angel of Oneness*

Perpetiel *Angel of Success*

Qaphsiel *Angel of the Moon*

Rampel *Angel of Endurance*

Raziel *Secret of God*

Rehael *Angel of Respect*

Remliel *Angel of Awakening*

Rhamiel *Angel of Empathy*

Salmael *Severity of God*

Samandiriel *Angel of Imagination*

Sathariel *Concealment of God*

Sariel *Angel of guidance*

Shoftiel *Judge of God*

Tadhiel *Righteousness of God*

Taharial *Angel of purification*

Turiel *Rock of God*

Uriel *Angel of Creativity*

Valoel *Angel of Peace*

Yofiel *Angel of Divine Beauty*

Yrouel *Fear of God*

Zacharael *Angel of Surrender*

Zadkiel *Angel of Prayer*

Zahafiel *Wrath of God*

Zagzagel *Angel of Wisdom*

Zuriel *Angel of Harmony*

Third Impact and You

▸ **What is Third Impact?**
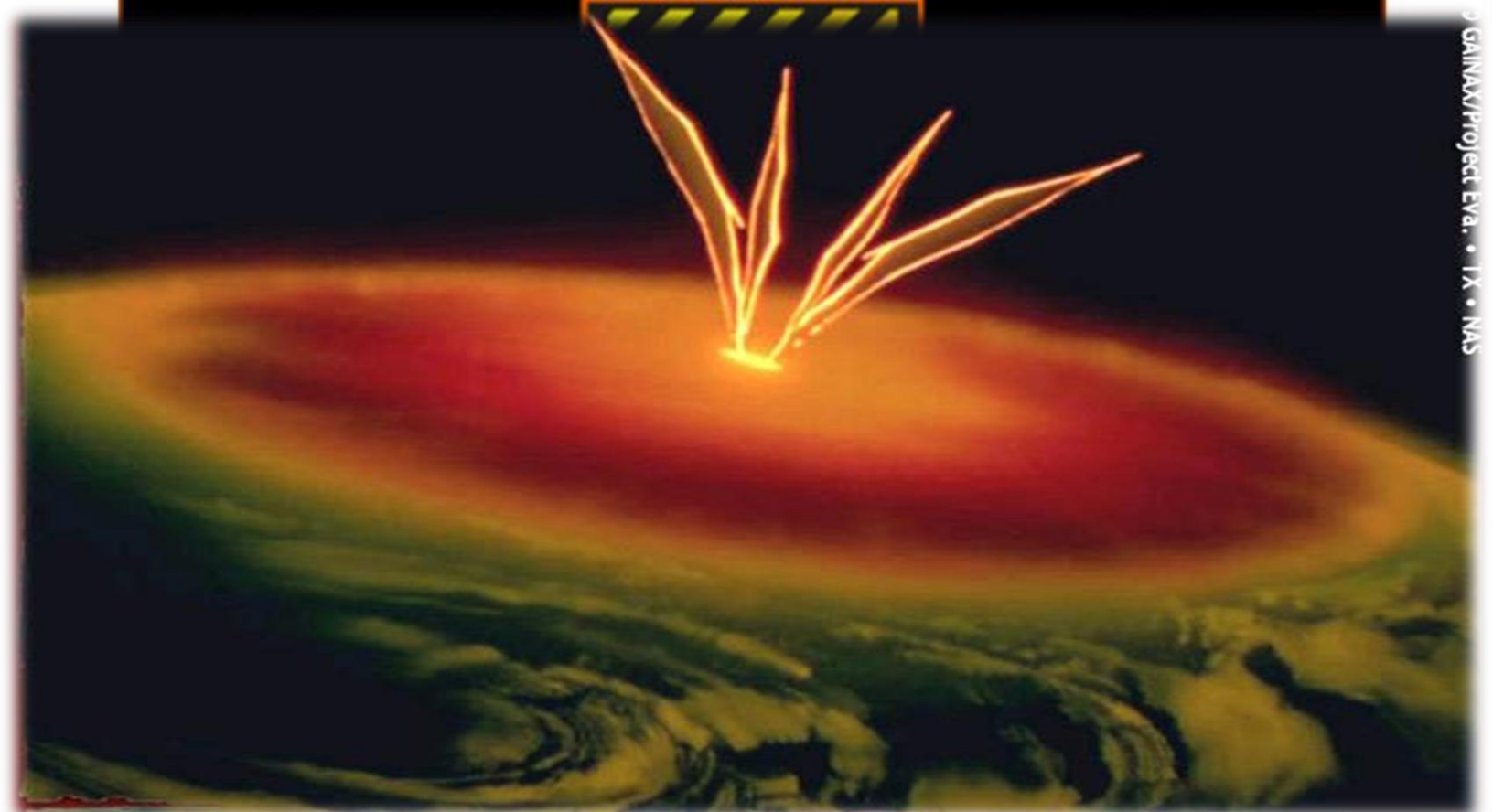
▸ **The Original Plan**

▸ **Succession**

▸ **A Human Work**

▸ **Adam Reborn**

▸ **Human Instrumentality**

▸ **Ascension**

▸ **Doomsday**

▸ **Singularity Egg**

▸ **Corrupted Source**

"The Angels are our destruction.... It's time for us to accept it. We can't struggle any longer. The Evas can't help us. All they are doing is prolonging our death."

- Dr. Nina Credo, Personal Journal entry on March 4th, 2016. Two days before the incident.

Third Impact is the ultimate ending to a campaign, the complete and utter reshaping of the world. A successfully completed Third Impact makes continuing the campaign in any fashion virtually impossible, as humanity is either destroyed or converted into some new and strange form of life.

However, Third Impact is no single, specific event. While the mention of it conjures to mind the disturbing and confusing End of Evangelion, there are many other paths that Third Impact could have taken, and could still take in your own campaign.

WHAT IS THIRD IMPACT?

Third Impact is the awakening of Adam, the awakening of Lilith, the awakening of both at once, or the awakening of both as one. Adam and Lilith are each beings of immense power, specifically designed to be planted on a world and reshape it to support life, which they then create. Adam creates Core-based life forms like the Angels that serve as the antagonists of the series, and Lilith creates the Earth-like life forms we are familiar with. Given that these two forms of life, and the environments designed to support them, are mutually exclusive it is hardly any surprise that Adam and Lilith seek each others destruction. Each interferes in the others ability to pursue the purpose for which they were designed.

Either one of them could wipe out all life on Earth entirely, as Adam would have during the Second Impact had the Katsuragi Expedition not used the Lance of Longinus to reduce him to an

embryonic state while he was still weak. Should both be awakened, it could mean a repeat of the cataclysmic First Impact, which neither of them won which would almost certainly destroy humanity in the struggle.

INITIATING IMPACT

There are a myriad of ways that Third Impact can be brought about, both intentionally and unintentionally. While each of them has potentially catastrophic consequences, some of them have wider reaching implications than others and some can even be contained or otherwise disrupted.

Each scenario is presented as its own profile with the following sections:

Awakened: Whether it be Adam, Lilith, or some combination of the two, this is the godlike being that now possess a threat to all life on Earth.

Initiator: This is the group or race that has triggered the Third Impact.

Means: How the Third Impact was brought about.

Effect: What the effect of this version of Third Impact will be on the world, and the actions likely to be taken by the newly awakened being.

Interference: What, if anything, the Players can do to stop this.

Various scenarios of Third Impact are provided below. This is by no means a comprehensive list of possible Third Impacts. It is merely a general approach to a number of likely Third Impact scenarios.
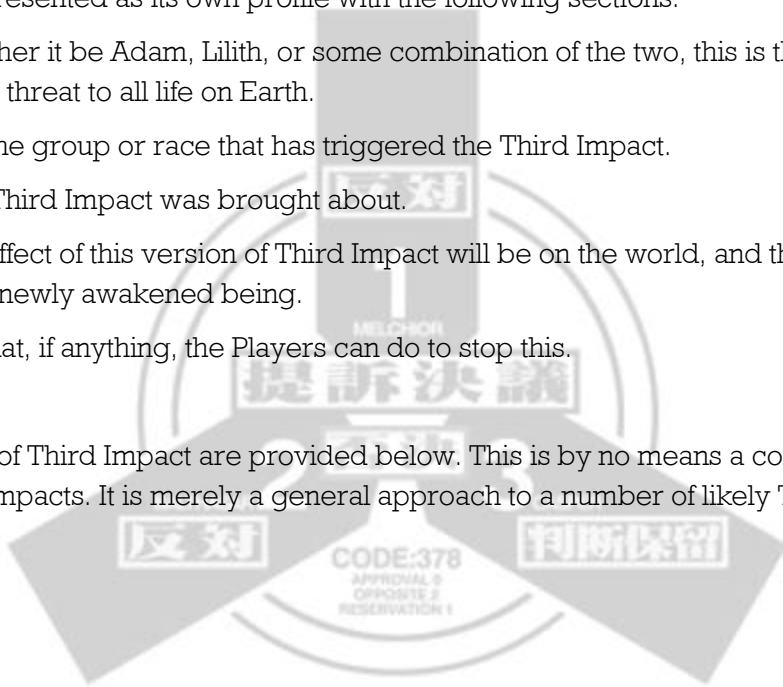
SUCCESSION

"It is clear from the recent trend towards psychological assault that the Angels are not, as we suspected, mindless and automatic entities. Although the pattern of their thoughts remains beyond our comprehension, perhaps invariably so, that they are capable of making individual judgments must of itself lead to a change in our strategic planning."

"You don't follow? This has nothing to do with military means, and everything to do with the basic nature of our struggle. Everything we have done is premised on the belief that the only goal of the Angels is to recover Adam. And while we had no reason to believe they thought, this held true. But if they are capable of independent judgment…"

"…I'm taking this to the Council. This conversation never happened and you are to tell no one."

Awakened: Adam

Initiator: The Angels

Means: Any Angel can initiate Third Impact by successfully making contact with Adam. Through this contact with the dormant embryonic Adam, the Angel has one of two choices: to absorb Adam into itself and become the 'New' Adam, or to sacrifice itself and join with Adam in order to regenerate him. In this scenario, the Angel expresses survival instinct, which isn't very common in Angels, and chooses to make itself the new Adam rather than sacrificing itself.

Effect:

The Angel chooses to absorb Adam rather than sacrifice itself. The Angel makes contact with Adam and absorbs him into its core. This will cause the Angel itself to change violently into an advanced form, as it unlocks new Biological and Absolute Territory potential previously impossible for it.

The Angel's LS changes to 400, granting it an A.T. Field Strength of 40. The Angel gains knowledge of every A.T. Field Power available to players or Angels, as well as other powers at the GMs discretion. The Angel also gains the following Traits if it did not already possess them: Heavenly, The Stuff of Nightmares, Regeneration, and Unnatural Characteristic (all). In addition, all wound totals on all body parts regenerate to full, and then those wound totals double.

Thus empowered, the Angel has become the new Adam. It will then attempt to retrieve the Lance of Longinus as well as destroy Lilith. Once both of these tasks have been accomplished, it will proceed to erase all life on Earth, and create a new world full of Angelic beings.

Interference:

There are a number of ways that the Players could attempt to halt this Third Impact, though the fact that an Angel successfully made contact with Adam implies that the Evangelions failed to protect Adam, and might already be in such a state where continued resistance is impossible.

However, should one or more Evangelions be in fighting shape, the Player's best course of action is to attempt to kill this new Adam using one of his first two goals: Lilith or the Lance of Longinus. Awakening Lilith would give them a powerful ally in the fight against Adam, though it quickly leads to another Third Impact under Lilith's control when Adam is dead. The Lance of Longinus is an extremely powerful weapon which has already been used to defeat Adam once. With an Evangelion wielding it, it might be used to defeat this new Adam the same as the old, by reducing him to an embryonic state. Even in victory, however, there is the fact that the last time this happened, it resulted in the complete destruction of the Antarctic continent and the death of over 3 billion people worldwide. And should the battle turn against the Eva's, Adam could reclaim the Lance and become all but unstoppable.
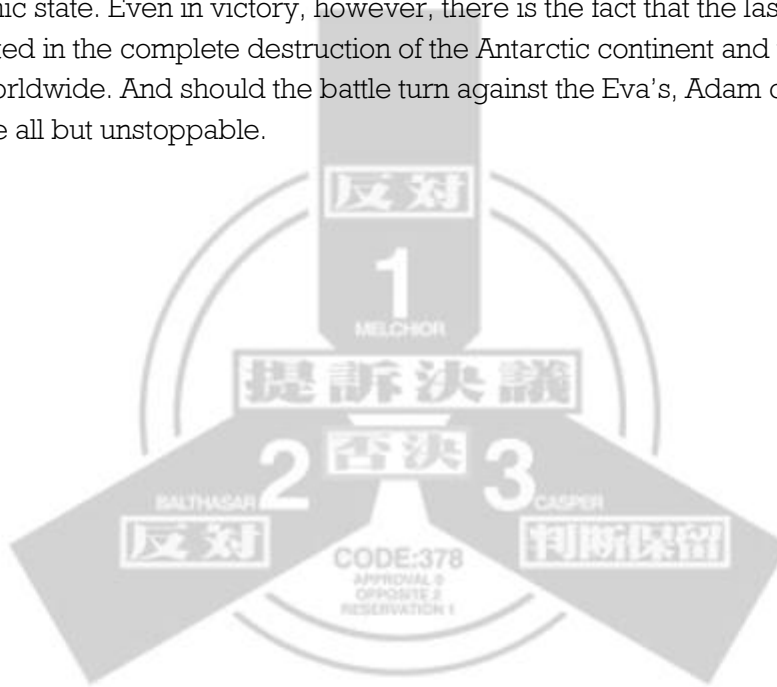
ADAM REBORN

"…and I heard, as it were, the sound of the End. There came forth a flash that did blind me, and four great wings, and from the pit emerged a being of light who stood taller than all the works of Man. Thus I beheld the Giant of Light, and all the world did tremble."

Dead Sea Scrolls, 35:12

Awakened: Adam

Initiator: The Angels

Means: Any Angel can initiate Third Impact by successfully making contact with Adam. Through this contact with the dormant embryonic Adam, the Angel has one of two choices: to absorb Adam into itself and become the 'New' Adam, or to sacrifice itself and join with Adam in order to regenerate him. In this scenario, the Angel fulfills its desire to join with Adam, and gives over all of its power and biomass to reconstitute Adam from his current embryonic state.
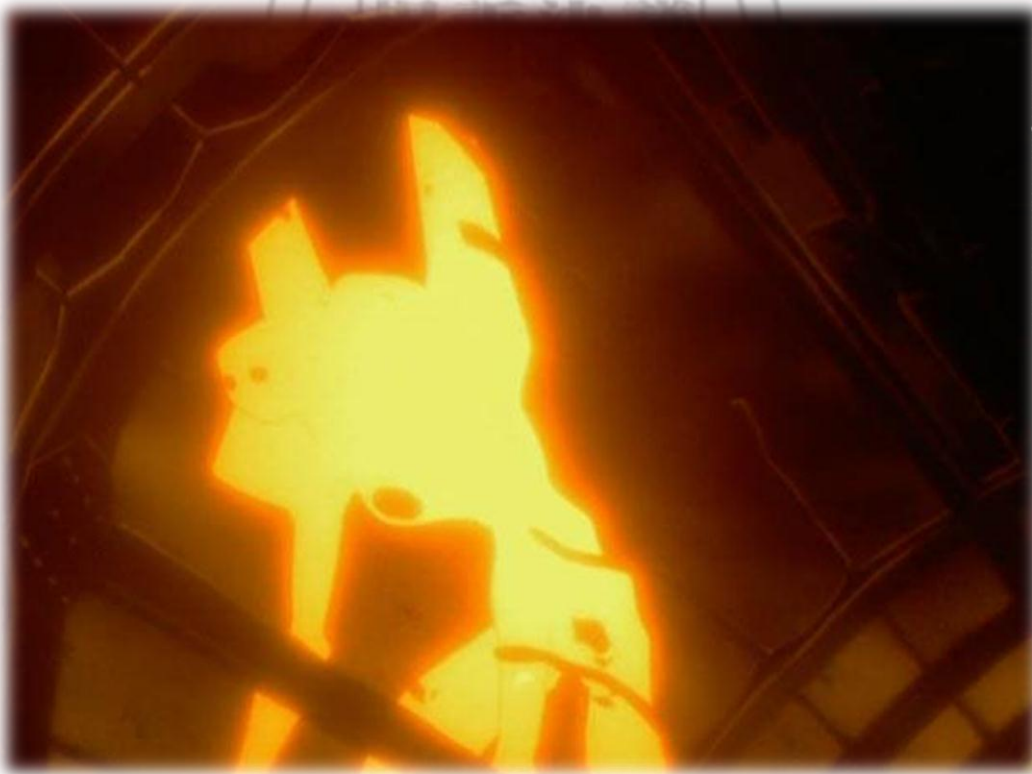
Effect:

The release of energy is tremendous, and likely destroys anything that might be left in the surrounding area that is not an A.T. Field. Rising from the ruin of this explosion will be Adam, returned to his full glory in the form of the Giant of Light from the Second Impact. The GM is encouraged to treat Adam's giant of light form as having the following stat block:

Adam- Giant of Light Profile									
WS	BS	S	T	Ag	Int	Per	WP	Fel	LS
75	75	50	80	30	100	100	100	30	500

Adam-Giant of Light Body			
Location	% to Hit	AP	Wounds
Head	01-10	6	60
R. Arm	11-20	6	80
L. Arm	21-30	6	80
Core	31-40	8	150
Body	41-70	8	60
R. Leg	71-85	6	80
L. Leg	86-100	6	80

Movement: 6/12/18/24

Skills: Awareness (Per), Dodge (Ag)

Talents:

Traits: Angel (TB 16), Celerity, Dark Sight, Angelic Fear (4), From Beyond, Heavenly, Angelic Weapon (Claws), Lightning Attack, Regeneration, Size (Enormous), Step Aside, The Stuff of Nightmares, Unnatural Characteristic: Strength (SB 10), Wall of Steel

A.T. Field Powers: Deflective Field (always fully active), AT Mastery*, Heavenly Being**, Overwhelming***, Progenitor****.

AT Mastery*: Adam's control of the A.T. Field is absolute. There is no A.T. Field power available to payers or Angels that he cannot use. Furthermore, once per turn he may use any of them as a Free Action (this includes switching between Spread Patterns).

Heavenly Being:** Adam possesses one Fate Point which it can spend or burn like any Angel would, however he recovers any spent Fate Points at the beginning of his turn and burnt Fate Points are recovered after 24 hours of being used.

Overwhelming*:** Adam adds his ATS as a bonus to all his tests, even if it would go beyond the maximum possible bonus.

Progenitor**:** Once per day Adam may, as a Full Round Action, spawn a fully developed adult Angel. This can either be a previously defeated Angel properly strengthened or a new, randomly generated one of the appropriate difficulty.

Weapons: Claws (20 dam; 2d10+10 R; Pen 8; Breach +10; Heat)

Adam, once fully regenerated, will then attempt to retrieve the Lance of Longinus as well as destroy Lilith. Once both of these tasks have been accomplished, it will proceed to erase all life on Earth, and create a new world full of Angelic beings. While still attempting these tasks it, is entirely possible that Adam will call any remaining Angels to his side to serve him, or simply create new Angels on the spot for the same purpose.

Interference:

There are a number of ways that the Players could attempt to halt this Third Impact, though the fact that an Angel successfully made contact with Adam implies that the Evangelions failed to protect Adam, and might already be in such a state where continued resistance is impossible.

However, should one or more Evangelions be in fighting shape, the Player's best course of action is to attempt to kill this new Adam using one of his first two goals: Lilith or the Lance of Longinus. Awakening Lilith would give them a powerful ally in the fight against Adam, though it quickly leads to another Third Impact under Lilith's control when Adam is dead. The Lance of Longinus is an extremely powerful weapon which has already been used to defeat Adam once, but should the battle turn against the Eva's, Adam could reclaim the Lance and become all but unstoppable.
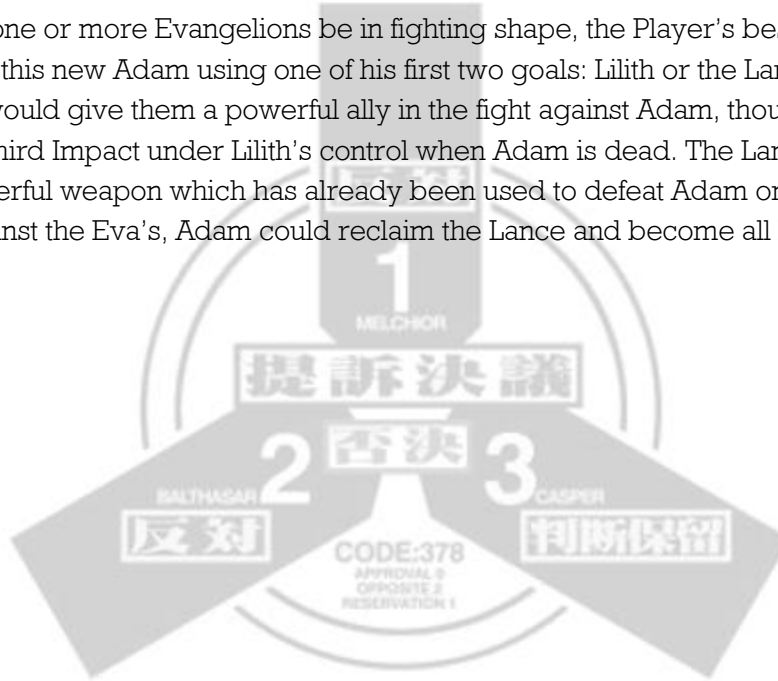
ASCENSION

Men stop war to make gods
sometimes. Peace gods, who would make
Earth a haven. A place for men to
think and love and play. No war
to cloud their minds and hearts. Stop,
*somehow, men from being men.*

Gods make war to stop men
From becoming gods.
Without the beat of drums to stop
Our ears, what heaven we could make
of Earth! The anchor that is war
left behind?

To stop God's wars! Men make
their own destiny. We don't need war
to prove to anyone that we are men.
But even that is not enough. To stop
War, we have to become more. To
stop war, we have to become gods.

To stop war, make men gods.

This message brought to you by the Eigenart Initiative – Become
More.
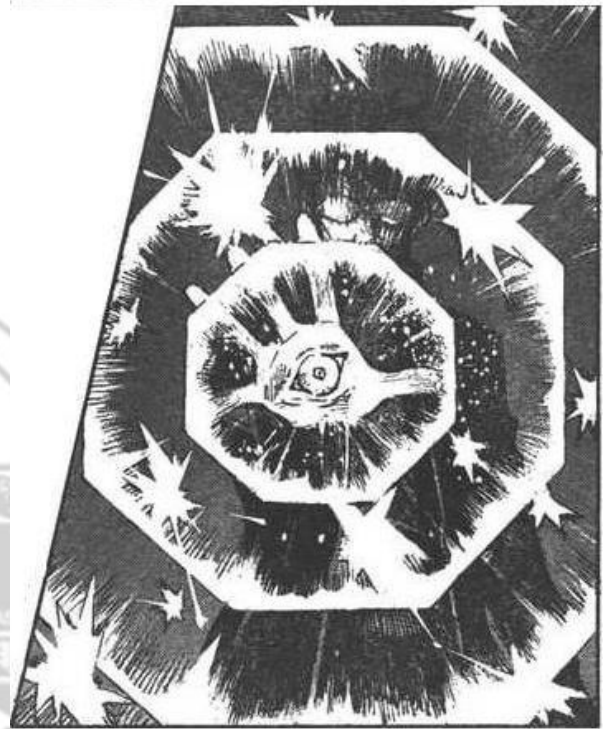
Awakened: Adam

Initiator: Humanity

Means: In the series, we see Commander Gendo Ikari steal the embryonic Adam and graft him onto his hand. In the series, this is only a part of his long running scheme to combine Adam and Lilith into one being under his control. However, in this version of Third Impact, someone might instead graft Adam onto their body in order to control him. This might be as simple as the grafting itself, or it might require the use of advanced cybernetics based on the same synchronization technology found the Evangelions. Whatever the means, this results in a human coming into possession of Adam's power. Should this person then acquire the Lance of Longinus, he may initiate a Third Impact under his control.

Effect: A human has given himself the power of Adam. While this makes him extremely powerful, as a creation of Lilith no human can expect to fully unlock Adam's potential. Until he has the Lance of Longinus, that is.

Stat-wise, the Human gains the powers, abilities and A.T. Field of the Angel Tabbris. While certainly a threat, this is not yet a true third impact, rather more like an extremely powerful Angel attack. However, as Adam this human can command or create Angels, and will likely draw such allies to him and either use them as minions or absorb them in order to spread his dominance. Note that this is before the human gains the Lance, at which point his power becomes indistinguishable from those of the original Adam designed to reshape worlds.

In the end this amounts to a single individual, who might have been sponsored by an organization, attempting and succeeding at becoming a god. What motivates this person, and what exactly they will do with their incredible power will vary wildly based on who exactly has become the new Adam. However, should for whatever reason the person's control over Adam be broken, the original Adam could become active with disastrous results for both the human bound to him and everyone else.

Interference: Again, in this scenario it is up the Players to try and kill or otherwise impede this newly risen superpowered being. Unlike an Adam awakened by the Angels, it is unlikely that the Evangelions have been defeated immediately prior to this event, giving the Players a much better chance of using their Evas to interfere.

While a direct confrontation is possible, it is not advised. Any human bound with Adam would have had ample time to prepare for his unveiling, and only an idiot would have failed to anticipate having to deal with the Evangelions. Given this Adam's ability to create and control Angels, facing a small army of Angelic beings in entirely possible, even likely.

SINGULARITY EGG

MAGI STRATEGIC PROJECTION – STATISTICAL ANALYSIS

CONTINGENCY: E-2/EVENT LOCSTAT: GEOFRONT/DTG: 010000ZJAN18/RNGSEED: w#$5bH

FORCE PROJECTION: EVA-00 TO EVA-02, EVA-06

ARMAMENT: F-TYPE AND PROGRSSIVE BLADE, G-TYPE AND POSITRON CANNON

ADDITIONAL: EVA-00 AND EVA-02 FITTED WITH S2 ORGAN, OTHER UNITS FITTED WITH N2 MICROREACTORS

MEANS OF ENTRY: UNIT-01 TO BREACH USING DIRAC INTERFERENCE

INSTANCE: x10

CALCULATING…

CALCULATING…

00: MISSION FAIL (DIRAC COLLAPSE, FORCE LOST) 100% MIA

01: MISSION FAIL (FORCE DEFEATED) 100% CASUALTIES

02: MISSION FAIL (FORCE DEFEATED) 100% CASUALTIES

03: MISSION FAIL (DIRAC COLLAPSE, FORCE LOST) 100% MIA

04: MISSION SUCCESS (DIRAC COLLAPSE, ANGEL LOST) 100% CASUALTIES +ADDENDUM+ DIRAC COLLAPSE PROPAGATES (TOTAL EXTINCTION EVENT 88% LIKELY)

05: MISSION FAIL (FORCE DEFEATED) 100% CASUALTIES

06: MISSION FAIL (DIRAC COLLAPSE, FORCE LOST) 100% MIA

07: MISSION SUCCESS (ERROR – RNG FAILURE) 888% CASUALTIES

08: MISSION FAIL (FORCE DEFEATED) 100% CASUALTIES

09: MISSION SUCCESS (ANGEL TERMINATED) 85.82% CASUALTIES

LONG-FORM PROJECTION:

CHANCE OF MISSION SUCCESS 2.12%

CHANCE OF MISSION SUCCESS AND HUMAN EXTINCTION 7.78%

Awakened: Angel

Initiator: The Angels

Means: The Lance of Longinus is an incredibly powerful tool in the right hands. Should an Angel come into possession of the Lance of Longinus, they might attempt to use it to recreate Adam, even if they lack the original. However, even attempting this requires a base level of Absolute Territory control, and may not by attempted by any Angel with an A.T. Field Strength less than 200.

Effect: The Angel inverts its A.T. Field and creates a stable Sea of Dirac. This Sea of Dirac then begins to spread and swallow up everything around it. This spread would be relatively slow, but given sufficient time could swallow up the entire planet. Within the Sea of Dirac, all engulfed matter is converted into energy, and funneled into the Lance of Longinus. Once contents of the sea of Dirac have reached a critical mass, the Angel will have the energy and the means required to transform itself into the new Adam. What's worse, this new Adam would already have the Lance of Longinus in its possession.

Once this new Adam has awakened, it might collapse its sea of Dirac and proceed to initiate Third Impact, or absorb the entire planet into its Sea of Dirac and then reform it there, a Third Impact inside an extra-dimensional space.

Interference:

If the Angel is given the opportunity to become the new Adam, already in possession of the Lance of Longinus, then there is little to nothing that the players can do to stop Third Impact. Therefore, their only chance at survival is to enter the sea of Dirac while the new Adam is still gestating, and either reclaim the Lance of Longinus or kill the Angel mid transformation. What powers the Angel has at this point in the transformation are left up to the GM to decide, though GMs should see the entry on Leliel, another Angel with a Sea of Dirac.

CORRUPTED SOURCE

"And of creations most foul I beheld my mother, wrapped in chains carved from the bones of my enemy, and knew that I was dead."

Dead Sea Scrolls - Apocrypha 12:7

Awakened: Lilith

Initiator: The Angels

Means: An Angel breaches Nerv, and finds the dormant Lilith. Either knowing or not that it is not Adam, the Angel attempts to fuse with her. Though this will ultimately result in the Angels destruction, the amount of havoc that this abomination is capable of wrecking cannot be denied.

Effect: The Angel fuses with Lilith, becoming something that is neither truly Adam, Angel, or even Lilith. The angel, nowhere near as powerful as its progenitor Adam, cannot survive such extended contact with Lilith, and the resulting creature is sure to die within a matter of days.

However, within that span of time the Angel is currently in possession of the powers of Lilith. This abomination will, in its last act, attempt to succeed where Adam failed. Lilith will return to the Black Moon and, once there, raise it into the air. The dislodging of such a massive object from the earth will cause incredible earthquakes and tidal waves all over the planet, as well as resulting in the complete destruction over everything within hundreds of miles of the Geofront's location.

Once the Black moon has reached orbit, Angel-Lilith will spend some hours reshaping itself into a powerful array that combines multiple imitations of the Lance of Longinus. With this new form, the Angel will use the dormant Lilith's power to destroy all Lilith based life on the planet. The remaining Angels will inherit the Earth, and might find the embryonic Adam themselves. However, Angel-Lilith is incapable of reshaping the world to support Angelic life, and cannot create new Angels.

Little of this matters, though, as by this point the campaign has ended due to a lack of surviving humans in the world.

Inte
rfer

ence: If the Pilots are within the Geofront, or in their Evangelions outside of it, they might survive the Black Moon ripping itself from the Earth and rising to orbit. In any other case, the pilots are surely dead.

If the entire party is wiped out, the GM may allow the party to play as pilots at a separate Nerv branch which has survived the rise of Black Moon.

In either case, the fate of humanity rests on the ability of the pilots to reach the Black Moon in orbit, breach it, and kill the Angel-Lilith abomination inside of it before it can wipe out all life on Earth. The True Lance of Longinus, if available, would be massively helpful.

Alternatively, the pilots could find a way to simply disrupt Angel-Lilith's ability to enact its plan until it dies from the toxic nature of its own fusion.

THE ORIGINAL PLAN

''The Council cannot proceed with this plan. Lilith is the enemy of Adam, certainly, but that does not make her our ally. In fact, we believe that a scenario in which Lilith awakens is, for humanity, indistinguishable from Adam. Either would seek to eradicate us, and all life on Earth.''

''But we are of Lilith. Why should she seek the destruction of her children?''

''We are of Lilith, yes, but we are not her children. We are an accident, nothing more than the spilt blood of a wounded god. She bears us no particular malice, and may have even permitted our existence in other circumstances. But we are in her way. We cannot ascribe human morality to Adam-class entities. She would feel no compunction whatsoever about wiping us from the face of the planet.''

''What do you mean?''

''She does not see us as beings of value but as an intriguing yet irksome pest. Imagine the farmer expanding his fields. He doesn't hate the forest, but it is in his way. When Lilith awakens, she will look over her unwitting creation, see all we have become, and simply say to herself 'it's just going to have to go'.''

TRANSCRIPT OF Seele SPECIAL SESSION 2 15/07/2005 – PAGE 3

Awakened: Lilith

Initiator: Humanity

Means: Lilith herself has been awakened, and with no plan in place to contain her. This could be the result of many separate instances: the fusion of Lilith and an Evangelion, or an attempted Instrumentality gone wrong. Whatever the cause, Lilith has been unleashed.

Effect: Lilith, now free, decides to fulfill her original purpose. She will first hunt down and destroy any remaining Angels, as well as the original Adam. After those threats have been eradicated, she will raise the Black Moon in orbit, and from there do what she was designed to do: reshape a world and populate it with life.

The fact that the Earth is currently filled with life spawned of her blood will matter little to her. Humanity was an unintended side-effect of the first impact, unguided by any hand. She, like Adam, was designed to create a specific form of life. Adam creates Angels, and what Lilith creates is something that is not the human race.

As such, she will take back what she has lost in the form of dissolving all life on Earth into LCL, and recalling all souls. However, rather than combine them into one pool of consciousness like in Instrumentality, Lilith will use them to create an entirely new alien ecosystem on Earth. The one that her creators intended for her to create so long ago.

Interference: Lilith, unlike Adam, is not inherently hostile to humanity, and the pilots of the Evangelions are in a unique position among humans to be recognized by her due to their powerful A.T. Fields. While simply killing Lilith is certainly an option, a better one would be to make mental contact with her and attempt to convince her that Humanity is worth sparing, and that she can create life on some other world.

A HUMAN WORK

Title: ENHANCED SYNCHRONICITY: EXCEEDING THE INTRINSIC LIMITATIONS OF THE 'ENTRY PLUG' SYSTEM

Authors: Dr Sama Chandrahan and Professor Emeritus Ian Faulkner

Background: While the 'entry plug' system has proven sufficient to enable the operation of Evangelion units, it is both awkward and grossly inefficient in its means of doing so. When the traditional limitations of the Entry Plug system are overcome by direct synchronicity between pilot and unit, the results are invariably beyond the highest projected capacity of the 'entry plug', and in one famed occasion, beyond the limits of conventional causality. It is only the necessity for the Evangelion to force this 'deep connection' that has thus far rendered such connections unfeasible.

Scope: This paper intends to determine the means and mechanisms by which synchronicity can be achieved between pilot and Evangelion without the need for the 'entry plug' system and under the control of the pilot. We will highlight the range of efficiency gains this system can produce, observe the dangers involved in deliberately engaging such a connection and speculate on strategies to minimise such risks. We will explore the theoretical means by which such a connection could be strengthened and control maintained. Finally, we intend to speculate as to the wider range of possibilities offered should such a system be proven to function, up to and including the potential to gain control of an entity of A███████████████████.

Results: ███
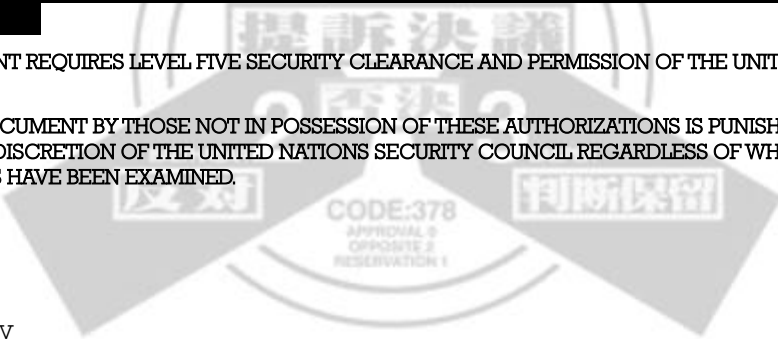
Awakened: Lilith

Initiator: Humanity

Means: Some human organization uses the body of the dormant Lilith to build what can only be described as a god machine. Using the same synchronization system found in the Evangelions, Lilith is modified to accept a controller, though this could not be described as a pilot because Lilith is not designed to move.

Through synchronization, this controller would gain access to the powers of Lilith: complete control over all non-Angelic life on Earth. Should such a thing occur, that person would become a literal god amongst men, and their control over humanity would be absolute.

Effect: A human being has hijacked a fraction of Lilith's power. While Lilith is not technically awakened, her power is still in play and for all intents and purposes a minor Third Impact has been initiated.

The controller of Lilith, inside a system probably not unlike an Entry Plug, would use Lilith's power to reconstitute the Black Moon, Lilith's vehicle and tool. Like many other forms of Third Impact, the Black moon will rise into orbit. Once there, the controller of Lilith will be able to exercise complete control over the human mind, body and soul. Using the tools now at their command, they may know the thoughts of any group of people they wish, destroy or reshape the human form, and even manipulate a person's very soul.

Any such person would be a very literal god, and the undisputed master of the world.

Interference: The pilots, inside their Evangelions, will be offered the protection of their Eva's A.T. Fields. The Evangelions are based on Angel DNA, and as such they are not subject to control by Lilith power. While inside them, the controller of Lilith will not be able to use his full power against them.

The players must find a way to kill Lilith's controller, or otherwise destroy or disable the Lilith synchronization machine, the Black Moon, or Lilith herself.
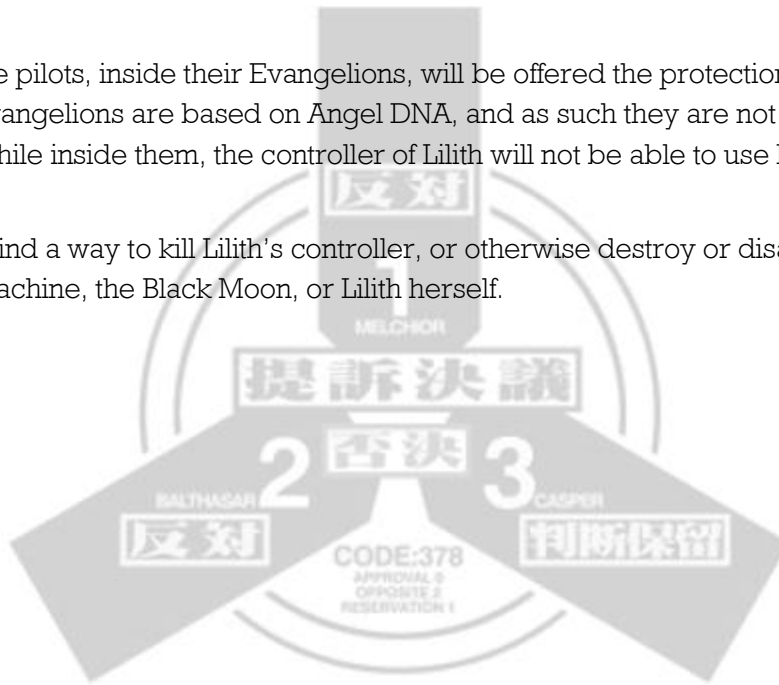
HUMAN INSTRUMENTALITY

''Return the EVA series to its rightful form,
Evangelize humankind and restore us to our true form,
With indiscriminate death, and through prayer, we return to our original state,
And let all souls find peace.

To restore the Tree of Life,
With the Purification of the Red Earth that bespeaks time eternal,
First return the Geofront to its true form.

Evangelion Unit 01's pilot,
Complement humankind with your imperfect ego.
The moment of the Third Retribution has come.
The beginning and the end are the same.''

The Rite of Instrumentality (annex 4)

Awakened: Lilith/Adam

Initiator: Humanity

Means: This is the Third Impact that fans will recognize in the series. The secret organization Seele reconstitutes Lilith by sacrificing Adam and granting her his power as well as her own. However, rather than let her run amok, Seele has constructed a trap for her. Twelve mass-produced Evangelions, each with a fake Lance of Longinus and an S2 organ, arrange themselves so that their A.T. Fields resonate with each other and create an Anti-A.T. Field formation dubbed by Seele ''The Tree of Life''.   This field attracts Lilith, and makes contact with her. Through this formation, Lilith may be directed to perform Seele's ultimate goal: the Instrumentality of mankind.

Effect: Lilith raises the Black Moon into orbit, and expands an extremely powerful Anti-A.T. Field. With the self-sacrifice of the mass-produced Evangelions by thrusting their fake lances through their own cores, Lilith spreads this field across the entire planet. Almost instantly, all life on the planet dissolves into LCL, with their souls being drawn by Lilith into the Black Moon and joined as one.

This is Human Instrumentality: the creation of a unified human consciousness that replaces the normal human existence. In this form, humanity needs want for nothing, as it has no bodies to care for. However, while safe, in this form humanity is trapped and unable to act in any physical way.

Interference: The player's best chance is to interrupt instrumentality is to somehow defeat the mass-produced Evangelions before Lilith can be awakened, or in some other way disrupt the Tree of Life. If an Evangelion with an S2 organ joins the Tree of Life, they might attempt to use it to contact Lilith and stop the process. However, joining the Tree of Life increases the pilots insanity by 1d10 each round, and decreases the pilots Ego Barrier by 2d10 each round. If either removes the pilot from play, Instrumentality continues.
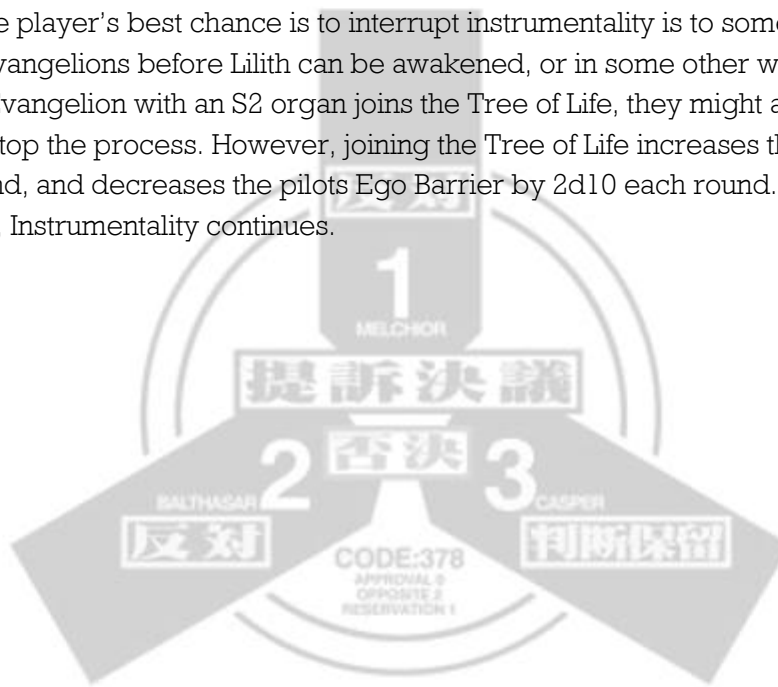
DOOMSDAY

MAGI STRATEGIC PROJECTION – FULL EXTRAPOLATION SINGLE INSTANCE

CONTINGENCY: A-1/EMERGENCE: CHICXULUB CRATER/DTG: 081830ZJUN19/RNGSEED: a&V^C%

183000: Emergence event in Chicxulub Crater.

183527: ADAM begins moving, cardinal direction equates to Geofront.

185911: ADAM detected, QRF force (3rd BRANCH) activated.

203250: 3rd BRANCH force intercepts ADAM.

203417: EVA-04 incapacitated

203420: EVA-05, EVA-07 create Dirac Sea. ADAM engulfed.

203931: Dirac Sea collapses, ADAM emerges. EVA-05, EVA-06 not detected.

232101: ADAM reaches Geofront; EVA-00, EVA-01, EVA-02 mobilized to intercept.

232155: EVA-02 incapacitated.

232212: EVA-01 incapacitated.

232502: EVA-00 incapacitated.

232639: Geofront breached.

232701: Terminal Dogma breached.

232725: ADAM RECOVERS LILITH. SITUATION CRITICAL.

232938: EVA-00 REACTIVATED WITH LANCE OF LONGINUS

233219: EVA-00 ENGAGES ADAM.

233548: EVA-00 INCAPACITATED.

233551: ADAM RECOVERS LANCE OF LONGINUS.

233552: ADAM MERGES WITH LILITH.

233554: TOTAL EXTINCTION EVENT.

233555: FURTHER PROJECTION NOT POSSIBLE.

Awakened: Adam/Lilith

Initiator: Humanity

Means: Man's hubris has created the undisputed end of the world. In an attempt to create a god we could control, we combined Adam and Lilith. However, something has gone horribly wrong. Rather than Lilith as the dominant of the two, Adam is.

Effect: With the combined power and portfolios of Adam and Lilith, this advanced Adam can do as he wishes without impediment. While the Lance of Longinus can be used to wound such an enemy, Adam will not be killed by it and will only have gained yet another powerful tool in the process. Using Lilith's power, Adam will dissolve all life on earth into LCL, and then simply use that LCL to create the Angelic life forms that he intended to before the First Impact.

Interference: The Evangelions, as combinations of Human and Angel DNA, are resistant to control in most other forms of Third Impact. However, against an overtly hostile combination of Adam and Lilith, there is no effective tool at the player's disposal that can possibly help them. While killing this new being is obviously of top priority, only a case of GM Fiat could ever give them the power required.

Glossary of Terms

A^10 Nerv Clips: The A10 Nerve clips are brain-computer interface devices worn by Eva pilots on their heads which aid in synchronization with the Evas. The Evangelion are controlled mainly by linking with the cranial Nerves of the pilot. Of these, the most important is this A^10 Nerve. ... It is associated with higher order brain functions such as memory, cognizance and the execution of movement, and with emotions such as anxiety, fear, happiness and pleasure.

Adam: The human-given designation of the first Seed of Life to land on Earth. Adam is the progenitor of all Angels, and in the series was responsible for the Second Impact. Adam's purpose is to reshape the Earth and populate it with Angels. This is what he was made to do, and the fact that humanity would be annihilated in the process is inconsequential.

Angel: A large and powerful monster, Angels are the creations of Adam. Each Angel possesses a powerful AT Field, which it uses as defense, tool, and shield. Angels generally seek the revival of Adam, which would result in the annihilation of all life as we know. Most Angels possess a red spherical core, which serves as it's single vital organ. Angels have total control over their physical form through their AT Field, and given time can repair themselves or adapt their bodies so long as their core is intact. Angels are powerful, but thankfully seem to be not especially bright, though they do evolve their tactics over time.

Anti-AT Field: Despite its name, the Anti-AT Field is not the opposite of an AT Field. Rather, it is an Absolute Territory Field of such incredible power that it is inherently harmful to other AT Fields within its area of effect. Even an Angel's or Evangelion's AT Field offers little protection, and mere humans find their Ego Barriers ripped to shreds by even brief exposure. Anti-AT Fields are, generally, the domain of the Seeds of Life, though certain powerful Angels can make use of a limited version of them.

Archangel: A classification given to Angels intentionally designed to be extremely difficult encounters.

Assets: Assets are positive traits that may only be selected at Character Creation. Each Asset must be purchased using Depth, which can only be gained by taking Drawbacks.

AT Field: The Absolute Territory Field (AT Field for short) is the space generated around an Angel in which it is physically possible for the Angel to exist. Within this space, the Angel is capable of altering or ignoring various laws of physics, giving them ultimate control of their powers and form. Conventional weapons, and even weapons of mass destruction, are powerless against an AT Field. The only effective weapon against an AT Field is another AT Field. Humans also have AT Fields, but they are incredibly weak, and manifest in the form of the Ego Barrier.

ATP: Absolute Territory Points (ATP) are a resource that can be spent by those with an active AT Field to fuel AT Powers. ATP is always equal to ATS, and vice versa. Such that spending ATP lowers the users ATS by an equal amount. ATP refreshes when ATS does.

AT Power: An AT Power is a specific use of an AT Field available to a player or enemy with defined mechanics. Each AT Power has an action cost that it takes to activate the power, as well as a required investment of ATP. Often, the effectiveness of the power can be increased by investing additional ATP.

ATS: Absolute Territory Strength (ATS) is the metric by which the power of an AT Field is judged. The current ATS of an AT Field defines the Deflection, Breach, and ATP available to the user of that AT Field. ATP is always equal to ATS, and vice versa. Such that spending ATP lowers the users ATS by an equal amount.

Bakelite: A fast-setting red-colored phenol resin, which after being released in liquid form will quickly harden. Similar to very quickly drying, extremely hard concrete (but made of essentially plastics), bakelite is set to be deployed inside of Nerv HQ in the event that an Evangelion loses control and needs to be quickly restrained. Also, part of Nerv HQ's defensive system includes the capacity to flood presumably most or possibly all access corridors with bakelite, as a means of cutting off enemy approach.

Base of Operations: The central location of your campaign, where the Evangelions are stored and maintained. Often, this is Nerv HQ, and makes use of the Geofront. While known as a base, it is common practice to have the campaign be set in a fortress city, blending advanced defensive structures with metropolitan infrastructure.

Berserk: The Berserk State is when an Evangelion has temporarily escaped the control of Nerv's restraining measures, and is now somewhat awake. In this state, the Evangelion moves and acts of its own will, without regard to power or risk. Given the circumstances of their awakening, the berserk Evangelion is often incredibly violent, and mercilessly destroys all threats it can reach.

Black Moon: The enormous black hollow sphere that forms the vessel used by Lilith. Originally, the Black Moon was created by the First Ancestral Race to carry Lilith to her own world to rule, but somehow it crashed into the Earth instead. It is likely that the Black Moon forms the structure coopted by humanity as the Geofront.

Breach: Breach is the mechanical modifier used to overcome Deflection. If an attack has less Breach than the Deflection of an enemy's AT Field, it fails to have any effect at all, regardless of the profile of the weapon or damage rolled. Breach is modified by the ATS of the enemy making the attack (so long as the target is within 20 dam, or an enhancing AT Power is used), the Breach Bonus of the weapon used, and additionally gains a +1 bonus for every 2 DoS on the attack roll.

Collateral Damage: Collateral Damage represents extensive harm to the city, repairs needed to the Evangelion, or other huge sinks of money that cut into Nerv's budget based on the results of a battle. The more Collateral Damage is incurred, the less money Nerv has left over to spend on base modifications or research of new Technologies.

Core: Cores are red, spherical components that define Angel physiology. In a very real sense, the Core is the Angel. Every other part of the Angel is secondary, a sort of shell build around the core so that the core has something to control. So long as the Core is intact, the Angel is alive. Only be destroying

the core can an Angel be killed. Evangelions are also shown to possess cores.

Dam: A shorthand for the unit of measurement "Decameter", which counts as 10 meters. Due to the size of the Evangelions, distances at Evangelion Scale are measured in dam.

Depth: Depth is a form of character creation currency that is gained by taking Drawbacks and spent to purchase Assets. Any Depth that is not spent at character creation is lost.

Deflection: Deflection is the defensive power of your AT Field. Deflection is always relative to your ATS, but how much Deflection you get per ATS is based on your current Spread Pattern. If an attack lacks a Breach value that is equal to our greater than your Deflection, that attack cannot harm you. However, Deflection does not protect you from environment concerns, such as deep sea pressure, the heat of magma, or falling damage.

Drawbacks: Drawbacks are negative traits taken by players to gain Depth that they may spend on Assets. Each character must have at least 10 Depth worth of Drawbacks, but they may choose to have up to 25 Depth instead. Drawbacks may be taken beyond 25 Depth, but the player will not be awarded more than 25 Depth regardless of number of Drawbacks taken.

Dummy Plug: A Dummy Plug is a special form of Entry Plug that has an onboard autopilot system. It is heavily implied that this autopilot involves the use of clone bodies for synchronization. Dummy Plugs tend to use simple and brutal tactics, and might be mistaken by an observer as an Evangelion having gone Berserk. However, the Evangelion is still very much under Nerv's control, even if the same cannot be said for the Pilot.

Ego Barrier: The manifestation of a human's AT Field. Unlike the powerful AT Field of Angels, the Ego Barrier only exists to keep humans as a coherent organism. Without it, humans would dissolve into LCL. In theory, all Lilith based life also has its own form of Ego Barrier.

Evangelion: A machine built by humanity to fight Angels. Evangelions are grown from a mixture of human and Angel DNA, lobotomized, implanted with cybernetics, and covered in restraining armor. Evangelions have AT Fields like that of an Angel, but have much less control over their physical form than an equivalent Angel would.

E-Scale: Evangelion Scale, or the scale of play in which Evangelions or similarly sized creatures may participate.

Entry Plug: The control module for an Evangelion, the Entry plug contains the pilot, and may be ejected in case of emergency. During activation, the Entry Plug floods with LCL to promote neuroconnectivity.

Feedback: Feedback is the phenomenon by which the pilot of an Evangelion feels the pain of the Evangelion he is piloting. If an Evangelion had its arm broken, the pilot would feel their own arm break, though their arm would in fact be fine. The intensity of the sensations from Feedback increase as Synch Ratio does, to the point that at especially high Synchronization Ratios, it is possible to experience sympathetic wounds.

Feedback Threshold: The tolerance of the Eva Pilot to the sensations of Feedback. Feedback Threshold is generally equal to the Toughness Bonus of the pilot, though

special equipment, abilities, and the pilots own Synch Ratio can modify this value. Whenever an Eva takes Critical Damage, and that body location now has an amount of Critical Damage greater than the Feedback Threshold of the pilot, the pilot gains 1 Fatigue from the pain.

First Ancestral Race: The name given to the unknown creators of the Seeds of Life. Basically nothing is known about them other than that they are very old, and created the Seeds of Life to populate planets across the Galaxy. Given the abilities of the Seeds of Life, it can be presumed that the FAR, if they still exist, are enormously powerful to the point that even Godlike would be an understatement.

First Impact: The first instance of Seed of Life activity on Earth, referring to the landing of Adam and or Lilith. First Impact ended with both Adam and Lilith going dormant, but it is unknown what else happened before that occurred.

Lance of Longinus: A red bident that takes the form of a spear, the Lance is an enormously powerful tool designed for use by a Seed of Life to assist in them reshaping entire planets. The full capabilities of the Lance are unknown, though it can be used as a crude but effective weapon that can punch through any AT Field. It is unclear whether the Lance belonged to Adam or Lilith, or if they both had Lances and only one has since been recovered.

LCL: LCL (or "link connect liquid") is a yellow-tinted, translucent liquid used to mentally link a pilot with the Evangelion and supply oxygen directly to the lungs when breathed. Its properties can be altered when it is electrically charged, including turning the liquid colorless. It may also serve a role in protecting a pilot from mental attacks and physical shocks.

Light of the Soul (LS): A characteristic unique to Angels that fills many of the same roles for them as Synchronization Ratio does for Evangelions. LS determines the strength of the Angel's AT Field, as well as secondary effects.

Lilith: The human-given designation of the second Seed of Life to land on Earth. Lilith is the progenitor of all life as we know it (aside from the Angels), though we may have been an accident resulting from the First Impact. Lilith's purpose is to reshape the Earth and populate it with Lilim. It is unknown if humanity count as true Lilim in her eyes. If not, she is as much our enemy as Adam is.

Lilim: Creations of Lilith. Technically humanity, and all other life on earth, counts as Lilim. But it is unknown whether we are what Lilith intended to make (True Lilim).

Magi Supercomputer: The Magi System is a trio of 7th generation organic supercomputers designed using the Personality Transplant Operating System. At the heart of each machine is a vat grown brain wired into the rest of the computer, combining the mechanical efficiency of electronic computing with the abstract thought capability of the human brain. Each machine is designed to approach all problems from a particular point of view, and the 3 machines work to reach a consensus on the best approach to complex problems. The Magi are very powerful, but equally expensive. As such, they are generally only used by major Nerv Branches, or UN facilities of equal importance.

Nerv: Nerv is a paramilitary special agency nominally under the control of the United

Nations. Nerv's official purpose is to lead the defense of mankind against the Angels, to stop them from initiating a Third Impact after the destruction that was wrought by Adam during Second Impact in 2000, through use of the Evangelions.

Nerv Commander: The ultimate power within Nerv, reporting only to the UN Oversight committee. The Nerv Commander is politically one of the single most powerful people on Earth, and may very well have his own agenda

N2 Mine: A powerful post-atomic weapon of mass destruction, the N2 ''Non-Nuclear''. Using a small quantity of antimatter, the N2 Mine is capable of delivering explosive power rivaling that of a hydrogen bomb, but without lingering harmful radiation. N2 Mines are semi-effective against Angels, but even these powerful weapons cannot be relied upon to finish the job.

Operations Director: The Nerv Director of Operations is the senior officer directly in command of the Evangelion Pilots, both in and out of combat. They plan and oversee each major operation and battle, as well as maintain responsibility for the safety and living situation of the pilots out of combat. Given the young age of most pilots, and the general absence of family members, it is not uncommon for the Operations Director to serve as their legal guardian.

P-Scale: Personal Scale, or the scale of play where individual humans may participate.

Pilot: The term used to refer to those who control an Evangelion.

Plug Suit: A specialized plastic bodysuit designed to facilitate synchronization with the Evangelion and monitor the pilot's vital functions. Plugsuits can also be equipped with specialty systems, such as life support, armor, or onboard medical systems like a defibrillator.

Research: A resource awarded after battles that may only be spent on the development of new Technologies. How much Research is gained depends on the level of Collateral Damage incurred that fight.

S2 Organ: The Super-Solenoid (S2) Organ is a part of the Angel's anatomy that provides the Angel with ''unlimited power''. What exactly this means is up to interpretation, but Evangelions have specifically been designed to not include an S2 Organ. What happens if an Evangelion acquires one is anyone's guess.

Second Impact: The awakening, and subsequent explosion, of Adam 15 years ago that destroyed the continent of Antarctica and set off a chain reaction of geological and political unrest that, all told, killed roughly half of the human population of Earth at the time. The Second Impact devastated nearly never nation on Earth, and resulted in the rise of the United Nations as a global authority to step in and end the chaos.

Seed of Life: The classification of being that Adam and Lilith belong to. Seeds of Life were created by the First Ancestral Race to land on a planet, reshape it to their specifications using a massive Anti-AT Field, and populate it with a unique form of life. At least 2 forms of Seeds of Life exist, as evidenced by Adam and Lilith, but there are just as likely to be more varieties of Seeds of Life that we have simply never seen.

Seele: The shadowy global organization that discovered the secret Dead Sea Scrolls detailing the origins of life on this planet. Seele orchestrated the Second Impact, and has manipulated global events and Nerv

itself to lead up to a Third Impact of their own design: Human Instrumentality. Opposing Seele is difficult, as first you must discover that they exist…

Section-2: Section-2 (or Sec2 for short) is the internal intelligence division of Nerv: a CIA like organization of black suited agents tasked with whatever the Nerv Commander sees fit. Protecting the pilots and routing out espionage are only some of their responsibilities.

Spread Pattern: A specific form of AT Power that determines the basic functionality of the AT Field of an Evangelion or Angel. The Spread Pattern determines the relationship between the ATS and Deflection of an AT Field, and may also have unique secondary properties. Only one Spread Pattern may be in use at one time.

Surplus: A resource awarded after battles that may be spent on modifications to the Base of Operations, or special equipment for the Evangelions. How much Surplus is gained depends on the level of Collateral Damage incurred that fight.

Synch Ratio (SR): A New Characteristic only relevant to Evangelion pilots, which determines the strength of their connection with the Eva they control. Low Synchronization can result in sluggish movement, or inability to act at all. High Synchronization gives the pilot superhuman control over their Evangelion, but is harmful to the psyche and ego barrier of the pilot. Synch Ratio also determines the strength of the AT Field they can cause the Evangelion to spread.

Synch Disruption: When the pilot is under special mental stress (such as gaining Insanity or losing Ego) their Synch Ratio can fluctuate. This is known as Synch Disruption,

and can be positive or negative in nature. Begin by rolling 2d10. If either die roll is 0, roll an extra 1d10 and add it to the previous sum. This addition of new die continues for as long as 0s are rolled on the new die. Once all die have been rolled, find their total. If the total sum is an odd number, the pilot temporarily loses that much from their SR until the end of the battle. If the total sum is an even number, the pilot temporarily gains that much from their SR until the end of the battle.

Third Impact: A post-Second Impact event involving the awakening or exploitation of a Seed of Life. What exactly this involves or results in depends on your campaign, but it is an event of incredible significance that is often reserved for the endgame scenario.

Umbilical Cable: A massive power cable that runs between the Evangelion and a nearby support structure. Without it, the Evangelion is forced to rely on internal battery power, which runs out after 5 minutes or 3 rounds (depending on whether you are acting narratively or are in combat).

White Moon: The enormous white hollow sphere that forms the vessel used by Adam. Originally, the White Moon was created by the First Ancestral Race to carry Adam to Earth. In the series, the White Moon was destroyed during the Second Impact explosion.